



Gunpei Yokoi
The Great
Virtual Flop

ROM
Graphic
Hacking

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TURTLES
TMNT Arcade Machine
Vs.
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Even though my wonderful wife works full-time, goes to school part-time, and raises our four children, she still finds the time to be the Editor of our magazine.

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Good Deal Games is an internet retailer of classic games. You can find their puzzles in Video Game Trader each month.

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50 Classic Puzzle Contest

The Top 15 Vaporware Products of All Time

The tech industry has had more than its fair share of products that infamously failed to take off. Some fit the classic definition of vaporware, and were all hype and no substance. A few were simply too far ahead of their time, and others were merely victims of bad judgment about what users wanted. Idg.no created a list of the 15 best examples of products that never saw the light of day (at least in their originally intended form). We have listed the Video Game related items below.

(Visit <http://news.idg.no/pcw/art.cfm?id=BA9E9AEF-17A4-0F78-31674A800C09EC18> for the complete story)

#14—Duke Nukem Forever. Originally announced in 1997, this game has still not been released although the publisher has stated that it is still being worked on.

#13—Amiga Walker PC. I remember my roommate's delight when he found out the Amiga was going to be resurrected from the ashes of obscurity. Well, the company went bankrupt one year after they announced this Amiga update.

#12—Sega VR. Before the dot.com boom, Virtual Reality was the "next" big thing. Don't forget to read all about the Sega VR in this issue.

#10—Atari 2700. Someone at Atari had a great idea: take the insanely popular Atari 2600 gaming system, put it in a new cabinet, add spiffy new controllers, and call it the Atari 2700.

The end result was almost a license to print money. The cabinet designers skipped the dated 1970s look of the faux-wood panel and went for a then-futuristic sleek, wedge-shaped design with matte and glossy black finishes, topped with a built-in storage container for the controllers at the top.

The controllers themselves were innovative for the time, featuring built-in select and reset buttons (providing even less motivation to get off the couch), a touch-sensitive fire button, and a joystick that doubled as a rotating, 270-degree paddle. The killer feature: the controllers were wireless.

Advertising and packaging were created, but the Atari 2700 never reached store shelves. In quality assurance testing, people noticed that the controllers had a broadcast range of 1,000 feet. Since the controllers didn't have unique identifiers beyond "left controller" and "right controller", playing a game would affect any Atari 2700 unit within that radius. To top it off, the electronics were based on garage-door openers, so interference with other remote-control devices was a possibility. In the end, Atari decided that redesigning the system and the controllers would be too expensive, and it scrapped the 2700 project.

The 2700 didn't exactly vanish without a trace, however. The cabinet design was slightly retooled for the Atari 5200, and the 5200 controllers also used elements of the 2700 controller design. The wireless functionality wound up in an Atari 2600 add-on, which relied on essentially unusable fat-bottomed versions of the classic 2600 joystick.

#8—Action GameMaster. Active Enterprises was a gaming company that valued quantity over quality, releasing cartridges for the Nintendo Entertainment System (NES) and Sega Genesis jammed with 52 games, each of dubious quality. The Action GameMaster, which Active announced in 1994, was no deviation from the philosophy. The portable game system would not only play its own cartridges, but would also handle NES, Super NES, and Sega Genesis games (with the help of adapters), as well as CD-ROM games, via another adapter. Contributing to the kitchen-sink approach was a TV tuner add-on and car, and AC adapters. (Even with all that functionality, Active claimed that the GameMaster would have "lightweight portability".)

For a detailed history of Active Entertainment, head over to Atari HQ (<http://www.atarihq.com/tsr/special/active.html>).

#7—Infinium Phantom. The Phantom was slated to be, in essence, a PC running the embedded version of Windows XP, which would allow gamers to play PC games—but the primary hook was Phantom's on-demand system, where subscribers could download any game they wanted over an Internet connection. At one stage, the company even planned to give the console away free to anyone who subscribed to a two-year service. A revamped Phantom was on display at the 2005 Consumer Electronics Show, but a string of missed and reset release dates eroded any goodwill that its public appearances may have generated. Later in the year, the Securities and Exchange Commission (SEC) gave notice that it would bring charges against former Infinium CEO Timothy Roberts.



The Atari 2700 Wireless Game System



Action GameMaster Portable? Video Game System



Infinium Phantom

Interview with Brandon Cobb... Part 2

- Thomas Sansone

I recently had the pleasure of interviewing Brandon Cobb, President of Super Fighter Team. We discussed his new RPG for the Sega Genesis; Beggar Prince. Below is part two of our interview.

Some people may ask, "Why develop games for orphaned systems like the Lynx and Genesis?" What would your response be?

When I was a child, the things that impressed me most about video games were great game play, incredible chip music, and fascinating pixel graphics. My feelings haven't changed, but unfortunately, the industry has. To develop and produce new games for modern systems would certainly bring in much more money, and would get my name out there much deeper in the industry. However, it wouldn't make me happy nor would it give me a sense of purpose. What I'm doing for owners of classic systems, it's a childhood dream of mine finally realized, and that's very important to me.

Where do you see your company, and yourself, 5 years from now?

The creative energies I've been able to put forth during the development of Beggar Prince and other projects has really got me inspired and excited about what else I could do with my ability. I'm hoping I'll find the time, and the drive, to explore this feeling further, both for the benefit of myself and others. Of course, this simultaneously means I'm more fueled up about what Super Fighter Team will be able to do in the future. After only one project for the Genesis, we were able to expand to the Lynx, giving owners of this system some hope for the future, too. That's what's great about this stuff; there's always someone out there with a dream, and my job is to help them realize that dream is worth fighting for.

With the popularity of the Wii and the Virtual Console that allows you to play Sega Genesis and other classic games on the Wii, there may be some other marketing possibilities for you. Have you looked into making your games available on Virtual Console? Or perhaps releasing them for the PC or MAC maybe bundled with an emulator?

Super Fighter Team exists to support a niche market that the rest of the gaming industry conveniently swept under the rug until they realized it could equal big profits with little to no effort. When you buy one of our games, what you are getting is an authentic experience for your classic console, not a simulated rehash.

What is the best way for someone to keep up with your



current and future developments?

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Is there anything you want to mention to readers that I didn't ask?

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The Great Virtual Flop! How Gunpei Yokoi Got Screwed

- Peter G & Michael Rosamilia

There's a saying on the Internet that goes something like this:

If you laugh, no one sees.

If you cry, no one cares.

But fart just one time....

The editor wanted an article on the history of Nintendo's Virtual Boy game system, and the request landed on my desk with a thud. I reacted with a shrug. The NVB was not a game system I was ever particularly interested in. My biggest concern was that writing about it would be completely dry. Other game systems inspire some reaction one way or another. The Sega Genesis is my favorite system of all time. The Nokia n-Gage had real potential. The Gizmondo's line-up sounded like a joke. The Tiger R-Zone WAS a joke. But the Virtual Boy? That inspired nothing but total apathy from me.

But a funny thing happened on the way to the keyboard. The history of the NVB is simply a classic marketing blunder, due to poor design, poor timing, and is really no more noteworthy than any number of other systems that sink like sand in the ocean. But as I read more about it, I learned more and more about its creator, Gunpei Yokoi. This was not a system conceived out of misplaced hubris. This was the work of an incredibly ingenious man, and this one misstep got him thrown out of the sock hop.

As just about every video game nut knows, Nintendo was originally a manufacturer of playing cards in Japan. In 1965, company head Hiroshi Yamauchi received a job application from Gunpei Yokoi. Yokoi was born

on September 10, 1941, and had graduated with a degree in Electronics from Doshinsha University. Like any other graduate, he was looking for work and papering town with applications. Yamauchi hired him to maintain the machines on the assembly line. Cut to 1969. Yamauchi wanted to expand Nintendo into the toy market. During a visit to the plant, Yamauchi saw a strange device, a robot claw on an accordion arm. Yokoi explained it was something he whipped up during his downtime for fun. Yamauchi thought it was perfect, and Yokoi gave him the design. The "Ultra Hand", as it was known, went on to sell 1.2 million units over the course of a year.

Yamauchi recognized a good thing when he saw it, and promptly moved Yokoi into development. Yokoi invented hit



Yokoi's Ultra Hand

puzzles, games, and toys, including a robot vacuum cleaner in 1978 (!) and a dancing robot in 1985 (!!). With the intent of making indoor target ranges, Yokoi invented the precursor to Nintendo's light gun. Then, when Nintendo noticed an American game called Pong, Yokoi became the point

man to develop new technology around the idea of electronic games. He created the Game & Watch series, which was notable for two differences from most American products. Many American games used LED's, which drew a lot of power. Yokoi opted for lower-cost and lower-powered LCD displays, which also reduced the size of the games to that of a credit card. The other difference was the control scheme. Yokoi introduced a standardized control, the cross-shaped joystick that we all know and love today.

Pick up a controller. Go ahead and pick up any controller built in the mid-80s or later. Odds are there is a big button with either a rounded or cross-shaped pattern on there somewhere. Thank you, Gunpei. The man practically invented the D-pad. Directional buttons were not new. The Entex Select-A-Game, Milton Bradley's Microvision, Mattel's Intellivision, among others, featured early concepts of what would eventually evolve but it was Gunpei Yokoi who crafted the design into what would be essentially a necessity on any modern controller. It was Yokoi who standardized how players interacted with the on-screen images.

This might sound like a small contribution, but consider how many early games functioned. Different games had fundamentally different control schemes. You had overlays that could be placed on top of a controller to let you know what buttons did what. After Gunpei Yokoi's contribution, the player to game interaction became much more intuitive. You don't need someone to tell you how to use the controller. It is obvious enough so that anybody who just looks at the



Donkey Kong Game & Watch

(Continued on page 8)

The Great Virtual Flop! How Gunpei Yokoi Got Screwed



Original Game Boy

(Continued from page 7)

structure can figure out how it works. Gunpei's compact digital cross was not the first to need only a thumb to use but by placing it on the left of a horizontal controller, it allowed for a much more comfortable experience. The design prevented the left and right hands of the user from interfering with each other and is ultimately more ergonomic.

In 1980, Nintendo wanted in on the video game craze in a big way. Yokoi designed the hardware. Nintendo had a game for the hardware designed by Ikegami Tsushinki called "Radar Scope". It tested successfully, and Ron Judy and Al Stone signed to import the games to America. But it wasn't a hit. Judy and Stone were about to cancel the contract and leave Nintendo with a lot of expensive inventory. Nintendo tasked a young artist named Shigeru Miyamoto with fixing the game to move the units. Instead, he scrapped the whole game

and created "Donkey Kong". Yokoi produced Miyamoto's games "Donkey Kong", "Donkey Kong Jr.", and "Mario Bros." Miyamoto was rewarded with his own development team, starting him on the path to becoming probably the greatest game designer that will ever live.

Not content with fiddling with D-pads, Yokoi brought handheld gaming into the mainstream. A pioneer of Nintendo's Game & Watch series, Yokoi went on to design the Nintendo Game Boy which hit Japan in April of 1989 and North America six months later. What distinguished the Game Boy from the Game & Watch line was that despite being equally portable, the Game Boy allowed for cartridge swapping. Interestingly enough, Yokoi insisted on keeping the Game Boy behind the times. Competing handhelds like the Sega Game Gear and Atari Lynx had full color screens. Yokoi, however, focused more on inexpensive technology and long battery life. For a comparison, the Game Gear required six AA batteries for about 6 hours of use while the Game Boy needed only 4 AA batteries and could last for up to 35 hours in addition to being a wholly more compact product. The plan worked and the Game Boy outsold its competitors by a wide margin. When the technology existed to let a color screen run a long time on just a few batteries, the Game Boy Color was released. True to his word, the Game Boy Color was powered by only two cells as opposed to the four that ran the original Game Boy.

Many legendary games such as Super



Famicom Disk System

Mario Land, Kirby's Dream Land, The Legend of Zelda: Link's Awakening, and Tetris made the Game Boy famous and to this day it stands as one of Nintendo's greatest achievements. In fact, Nintendo dominates handheld gaming to this very day thanks to the legacy of the Game Boy line and Yokoi's contributions.

With the Nintendo Entertainment System (or Famicom in Japan), Yokoi saw many of the people he trained create one of the greatest game systems ever. And though his greatest achievements came in the form of hardware, Yokoi had a creative mind comparable to Shigeru Miyamoto and gave birth to one of the most memorable series in Nintendo's library. Gunpei Yokoi produced Metroid in 1986 for the Famicom Disk System which would later be introduced worldwide in cartridge form on the Nintendo Entertainment System. Metroid did something that few games had the nerve to do. It constantly threatened the player with déjà vu. So many rooms look the same the player always feels like he or she is walking in circles. No matter what kind of progress the player makes in Metroid, the game regularly causes the player to feel lost. While this might sound frustrating, it lent itself to hours worth of play time of just experiencing the world not unlike what some modern games such as The Elder Scrolls IV: Oblivion encourage. Part of the fun of Metroid is doing the work necessary to understand the environment. Not a small number of players spent time actually drawing up their own maps to help navigate the planet Zebes. And while later incarnations of the series remove the threat of confusion, the visual style and atmosphere make it one of the most stunning series of games available on any console. And with the recent remodeling of Metroid into the form of a First Person Shooter, the series has never been stronger.

(Continued on page 9)



The Great Virtual Flop! How Gunpei Yokoi Got Screwed

(Continued from page 8)

In conjunction with the original Metroid, Yokoi also produced Kid Icarus, which shares some similarities with the more successful game. Kid Icarus is more linear than Metroid, but still encourages the players to commit to a seek and explore style of play. While Kid Icarus fell into relative obscurity compared to other Nintendo franchises, it has recently shown some life and perhaps the series will one day become as strong as Metroid is now.

And so, we move to 1994. VR is a big dream for game designers. A VR headset was talked about for the Sega Genesis, and a "face hugger" was mocked up for the Atari Jaguar literature. With machines capable of so much more than in the days of the 3D glasses for the Sega Master System, and thanks to games like "Wolfenstein 3D", there was new turf to conquer. My research didn't turn up who's bright idea it was to make the Virtual Boy, but on paper, it seemed like a can't miss concept – 3D gaming, and fronted by the Nikola Tesla of Nintendo, Gunpei Yokoi.

And so, development started on the VR-32, as it was called at the time. The obvious problem – what to use for the display? Price was a concern, so the obvious solution, two screens like those used in pocket TV's, was out. This also would have likely increased the size of the unit and definitely give it a power draw that makes the GP2X look conservative. Yokoi's solution was actually pretty slick – there were two rows of LED's, one for each eye. Using a similar principal to a television set, an oscillating mirror would move back and forth at very high speed, and the LED's would change depending on the position. Result: the reflection would "draw" the image for the eye's field of vision while minimizing parts and power.

This also created two problems. The first was technology's major bugaboo, moving parts. This made the unit relatively fragile. A good thwack could send the mirrors out of alignment or break the motors that con-



Nintendo Virtual Boy

trolled them. The other was the red LED's. It was said red was chosen as a dynamic color, but the fact was, LED's, in other less harsh colors, were too power intensive and expensive at the time (ironically, a development of cheaper colored LED's came out about the time the NVB was killed off). The red glare as opposed to, say, a calming blue took some getting used to, and needless to say, full color was out of the question.

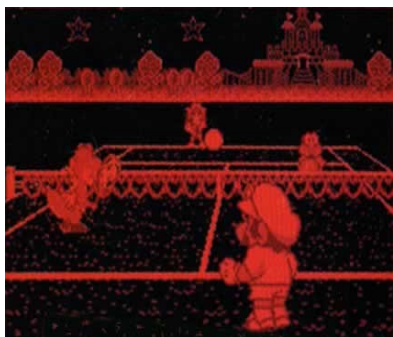
Despite his successes, Yokoi was not appreciated as much as he should have been at Nintendo because of the design blunder known as the Virtual Boy. It released on July 21, 1995 in Japan and on August 14, 1995 in North America. It never made it to Europe. The console failed miserably, selling about 3/4 of a million units and lasted for only about a year. The Virtual Boy was supposed to give the player a sense of 3D and while the visuals do have some depth thanks to two eyepieces that show slightly different images, the bright red hue of the screen often induces headaches and eyestrain. Additionally, the machine is just awkward to use. If it isn't placed at just the perfect height the player has to hunch his or her back in a way that can lead to muscle cramps. And price was a problem. Released for \$180 in the US, it was prohibitively expensive. Plus, unlike other game systems, you couldn't just show video of the game in action, so marketing was a problem. In short, this thing was doomed. A grand total of twenty-two games were ever released for the machine. Way to go. The Virtual Boy wasn't completely Yokoi's fault. Nintendo rushed the machine out because of the upcoming Nintendo 64. But even so, I have difficulty seeing even a "complete" Virtual Boy being much better off. This really was Yokoi's biggest, and possibly only, blunder.

No doubt about it, the Virtual Boy was a flop. After about a year, Nintendo

pulled the plug on the NVB. Yokoi was crushed at first, but that was nothing compared to what came next. Despite Yokoi's past successes and the productive future he would have likely had at Nintendo, company executives set out to do nothing short of denigrate him at the 1995 Shoshinkai trade show in Tokyo. Yokoi was left alone essentially wearing a figurative "dunce cap" to show off the Virtual Boy. This treatment functioned as a form of ridicule the higher ups used against Yokoi. In the end, Yokoi left Nintendo on August 15, 1996 after being treated like a pariah. He moved on to form Koto Laboratory where, while in partnership with Bandai, he helped develop the Wonderswan. He never saw its release in 1999.

On October 4, 1997, Gunpei Yokoi was in a car accident. He, along with associate Etsuo Kisoo, had gotten into a minor fender-bender. While the two men were assessing the damage, a passing car sideswiped them. Kisoo suffered a broken rib but Yokoi unfortunately did not survive. He was 57 years old. He was a great man with a tragic end, no doubt.

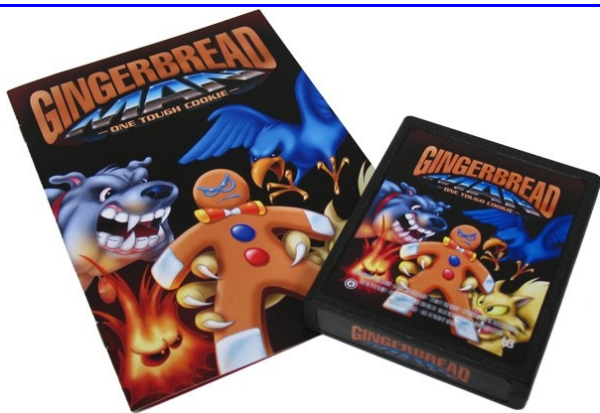
In some circles, you are only as good as your last release. Yokoi died before his last design, the WonderSwan, came on the market, so he is stuck with a machine too big to be a portable. 22 games made for it total, 19 in Japan and 14 in the US. And a punch line for people who are unaware or don't care to know the massive influence he had on the playground they now enjoy. If the NVB were developed now, it would undoubtedly have all the capabilities you could want and be a hit. But it was the wrong time for such an idea, one that even a mind as powerful as Yokoi's could not overcome.



Here's the original Mario Tennis for NVB



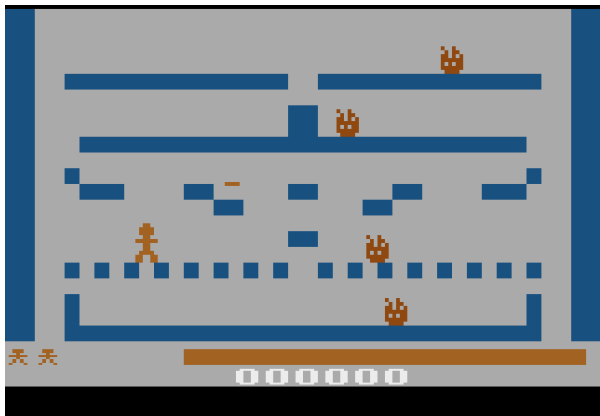
WonderSwan



Gingerbread Man by Fred Quimby (Atari 2600) Available from AtariAge.com for \$25

I still vividly remember playing **Cannon Fodder** on my Atari Jaguar, where I would get so frustrated, I would literally see red at times. Flash forward to the Nintendo 64 and Rare's classic puzzler **Blast Corps**. That one had levels where I was pounding the controller on the floor while swearing up a storm. Needless to say, these are not the demonstrations of my maturity and composure.

Gingerbread Man had me flashing back to those days. The subtitle on the label, "One tough cookie," should be "One tough game." It's a platformer designed and programmed by Fred Quimby, who does a lot of collaborating with other 2600 coders. This game is also my first experience with a title coded in batari Basic, a high-level language that aims to take some of the frustration and confusion out of working on the unit.



Escape the oven, or you are toast!

You play the role of a gingerbread man cookie. Rather than being dessert, you have to escape. The game is divided into five rounds: oven, kitchen, roof of the house, forest, and cave. Each has slightly different goals, but they usually involve navigating the board to gather objects. In the first level, you are grabbing objects to toss at the fireballs roaming the screen. The third has you grabbing pieces of a roof bridge. There are 19 levels in all, each progressing in difficulty.

The game is designed in such a way that you can jump up through the platforms but not down through them. That is, when you can reach them. So part of the game is learning what distances can be jumped across and where you can drop down a level. A lot of indirect routes are taken as you navigate the screen. Then, Quimby has added in enemies, some on fixed paths, others tracking you without being hindered by the platforms.

Basically, this is an exercise in frustration. The second level in

the kitchen is a good example. You have to maneuver around with a dog patrolling the entire bottom platform and a cat on the smaller, mid-height platform. You have no time to waste, you have to move as soon as the level starts. And that's at the starting difficulty. The margins of error only get smaller. The controls also seem touchy as well. Playing through requires a level of precision that would turn Adrian Monk into a bed-wetter. There's also my annoyance with the game's collision detection. Your character jumps and can pass through the background graphics going up. But touching anything laterally will mess up your jump. And that doesn't include jumps carrying you just high enough to collide with things walking on the platform above.

I hate couching reviews with, "If you like this type of game, you'll like this." But that's really the only praise I can give this. I know there are some people for whom these clockwork-precise contests are a thrill (I've seen some fan-made levels for **Super Mario Bros.** that are real doozies). But I didn't have much fun. Getting through the levels didn't give me a



The Kitchen Level... watch out for the dog and cat!

rush of accomplishment, but a sense of exhausted relief. No sooner did I complete a level and scream, "Praise Elvis that's over!" than the new level started and my hopes dropped to the Earth's mantle. This game is cruel and unforgiving, and you'll find yourself yearning for friendlier times really quick.

Stars Rating: ★★★★★

- Peter G



Gingerbread Man Forest Level



72 Game Multicart (Vectrex)

by Andy Coleman

**Available from
PlayNTrade-
Online.com/
Vectrex for \$99**

In the 90s, a typical Vectrex owner was forced to purchase second-hand Vectrex games cartridges when they wanted to try out different games. The more technically inclined copied the binary images of the game

ROMs, and then burned them to similar memory capacity EPROMs for insertion into modified games cartridges. However, this was not a common practice because most ROM files were not publicly available to copy.

When Jay Smith, father of the Vectrex, released all the intellectual property relating to the Vectrex to the public domain some years ago, it helped spawn the development of home-brewed Vectrex cartridges which used larger capacity memory chips to contain pretty much the whole official Vectrex games library, and later also included prototype and homebrew games/demos, too. Initially, these cartridges, known as multi-carts, were EPROM based and contained just a few of the games (typically 8, 16, or 32 separate programs), and the games were selectable by DIP switches or jumpers. Later, multi-carts became more sophisticated with game selection made via a menu on the Vectrex screen. Sean Kelly's multi-carts were one of the most popular multi-carts using on-screen menu selection. The last Kelly incarnation was the Multi-cart v2.0 released in 2000 which contained a total of 61 games on one cartridge. Unfortunately, Sean Kelly's multi-carts only seem to crop up now and then these days. When they do crop up, it is only on eBay where they usually fetch exorbitant prices.

An even more recent alternative to the conventional multi-cart are the cartridges based on flash memory that allow the user to download their own programs from their personal computer. Although this has obvious advantages, there are also disadvantages, i.e. a personal computer is required, some ROMs need to be "patched" to run in a memory configuration implemented by the multi-cart, ROM files cannot always be easily found, and the number of programs that can be stored on the cartridge has, to date, been limited to 31 programs. The value added by a traditional multi-cart is that all the programs have already been found

and stored on the cartridge, and the user can immediately begin playing.

New EPROM and Flash-based multi-cart releases (employing menu selection, but not allowing the user to download different programs) have been non-existent for quite awhile. That is until now. Rather, like the analogy of buses never showing up, and then two coming along at the same time, there have just been two recent announcements of new multi-carts in the Vectrex scene. Andy Coleman, proprietor of "Play N Trade", and author of Vectrex games "City Bomber" and "Spike Goes Skiing" has recently released for sale a new multi-cart containing 72 programs for the Vec-



Size of 72 Game Multicart compared to standard Cartridge design

trex. To date, this is the highest number of programs yet to be stored in a single commercially available Vectrex cartridge! The other newly announced multi-cart solution is from home brewer Madtronix. This is expected to be released in the next few weeks and will offer 106 programs, but this multi-cart offering comprises two cartridges.

This article reviews the 72 Game Multicart from Andy Coleman. This is a multi-cart in the traditional sense. Although it is flash-based, only the programs provided on the cartridge can be played. No option is available to the user for downloading new games from a personal computer, that's a different multi-cart market.

First impressions of the cartridge itself are that it is well presented. The cartridge is packaged in a modified video box, and a printed cardboard insert ensures that the cartridge is unable to rattle around in the box during shipment. Immediately noticeable is that the cartridge case is not the typical Vectrex cartridge design. The case is smaller and the edge connector is exposed. However, this somewhat unique design is still practical and allows a secure and solid fit with the console when the cartridge is inserted.

No instructions are provided with the cartridge, but it is obvious what to do. After the cartridge is inserted and the Vectrex and powered up, the Vectrex boots

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CRASH COURSE ON MEMORY TYPES

Read Only Memory or ROM is just that. Programs are written into memory once during manufacture and are not lost when power is switched off. All the early mass manufactured Vectrex games cartridges contain ROM type memory. For smaller runs, typically home brews and some multi-carts, Erasable Programmable ROMs (EPROM) are used. EPROMs are also read only memory but are erasable when exposed to ultraviolet light. Finally, there is Flash memory which has largely superseded the use of EPROM. They offer greater memory capacity at cheap price. This memory can be electrically erased (no ultraviolet light required) and reprogrammed.

(Continued from page 11)

into a title page followed by the menu with accompanying music. Programs are organized in 8 categories: Original games, Prototypes, Hacked original Games, 3D Games, Light pen games, Homebrew games, Homebrew demos, and Miscellaneous. Pushing the joystick left or right makes the menu cycle through the categories. Pushing the joystick in the up or down directions enables selection of the game. Hitting any of the controller buttons begins execution of the game.

The list of programs provided on the 72 Game Multicart is quite extensive. All of the official games by GCE and Milton Bradley are presented apart from Animation. Animation has always been a strange one. This program allows a user to create and animate graphics with a light pen. However, it is technically a bit more difficult (and expensive) to provide on a multi-cart because the original cartridge used extra memory not present in the other game cartridges for saving and recalling artwork. Andy Coleman chose not to include Animation because of its one off hardware requirements, its limited appeal, and in order to keep the costs of the 72 Game Multicart down.

Pretty much all the other programs that have been released into the public domain are present on the multi-cart, too. There are the prototypes including Polar Rescue, Tour De France, Clean Sweep, Mr Boston version, and Pitcher's duel. Then there are various homebrew games and demos from the likes of famous Vectrex authors John Dondzilla, Chris Salamon, Manu Parssinen, and Jeff Woolsey. Owners of Vectrex peripherals are also catered for with seven games which cannot be played unless the appropriate hardware is available, e.g. the Light pen, 3d Imager, or the Spinner controller. In addition, the original Vectrex test program is included, which is a useful offering to any Vectrex user, enabling them to verify and improve the operation of their Vectrex.

To make the 72 Game Multicart offering stand out even more from the other multi-carts, Andy Coleman has included two games which have never been available on multi-cart before. This includes a full version of his successful game City Bomber previously only available as a separate cartridge-based game, and a brand new game called Hangman which he wrote as a bonus for the multi-cart. Hangman is a simple game, but nevertheless still fun to try out. It is not as easy a game as it looks. Not only do you have to guess the letters for single words, but there are combinations of words forming phrases and titles of famous arcade games.

The 72 Game Multicart is able to store so many programs because it uses a 512K memory capacity flash chip. Additionally, some previous multi-carts were not efficient in their memory usage and stored programs in set bank sizes, e.g. a 4K program was stored in an 8K bank. For the 72 game Multicart, bank switching logic performed at low level by the on-screen menu and invisible to the user allows 4K, 8K, and 16K programs to be used without wasting valuable space.

In order to support all of the original games without any "patching" of the ROM images, Andy Coleman's multi-cart disables the bank switching logic once a program has been selected so that a game behaves exactly as the original would have. Had the bank



Hang-Man is one of the new games included on the multicart

switching been left active, then this would have caused some original games (e.g. Polar Rescue and Clean Sweep), to crash because they read memory locations outside the boundary of the original game code. This also means that when pressing the Vectrex reset, the Vectrex does not boot to the multi-cart selection menu but rather the current game is restarted. This operation is similar to previous menu based multi-carts offerings, in that it is only after switching off and then back on the Vectrex that the multi-cart program selection menu appears.

The one small disadvantage of the 72 Game Multicart, which is also a negative for all menu based multi-carts which offer no download functionality, is that you are stuck with the games that have been supplied. Should more games become available, you cannot simply download them onto the multi-cart. However, having said that, this negative is not really a limiting factor of the 72 Game Multicart because of the quantity of programs offered and the fact that there is such a diverse choice of games and demos available. In addition, most new games by recent homebrewers have been full offerings which are released on individual cartridges only and, therefore, never make it to the public domain anyway and offer no possibility to be added to a multi-cart.

The 72 Game Multicart is ideal for Vectrex users who want to easily be able to select and play their favorite games. The variety of programs provided will most certainly ensure that the 72 Game Multicart will be one of those cartridges that will always be permanently inserted in the Vectrex.

Stars Rating: ★★★★★

- P. Ian Nicholson



Vectrexians by Kristof Tuts (Vectrex)

Available from Kristof Tuts (www.members.lycos.nl/kristoftuts/kristoftuts/index.htm) **for about \$77 US**

Sound the trumpets! Beat the drums! For all Vectrex owners, it's time to rejoice. Homebrewer Kristof Tuts a/k/a Tutstronix has released Vectrexians!

For those not aware, Vectrexians is an excellent Vectrex rendition of the 1979 Namco arcade game classic Galaxian. At the time, Galaxian advanced on the theme of Space Invaders by having hordes of aliens that also swirl and dive-bomb toward the player's spaceship. Additionally, Galaxian was also the first ever color video game. Prior to that, video games were black and white and used colored transparent strips to give the impression of color – a technique later borrowed for the Vectrex console in the form of screen overlays. Although Galaxian used raster scan color graphics, the game concept and graphics representation has transferred well to the vector graphics of the Vectrex.

Vectrexians is already known to seasoned Vectrex fanatics. The demo version of this game has been available for some years as a downloadable binary and has been available on some multi-game cartridges. Early in 2007, prospective purchasers could pre-register for the game, and in April of this year, Kristof announced that the game was available to buy.

Although this is a homebrew, what you get is a real well executed package rivaling game products from commercial software houses. The game includes the cartridge, the overlay, a small manual, and a box to store everything in; and oh, what an overlay! It has been professionally made using silk screen printing, it is as well made as any of the original overlays, and it really does enhance the game with the vivid coloring. Likewise, the game box is also very professional looking and would complement any gamer's shelf. The needs of Vectrex collectors are addressed, too. Each cartridge is shipped with an individual serial number (shown on the game start-up screen and a sticker on the inside of the box). However, this is not a limited series. The first batch run is 150 games, and if there is more interest in the game, Kristof has said that he will start a new production run.

The actual game play is near identical to the original Galaxian with the exception of the start and end animation screens. When the game is first started, the player is treated to a 10-second animation of a 3D pre-rendered

spaceship flying through space. Then the player is invited to either start the game or run a screen calibration routine.

Vectrex consoles being somewhat analogue in nature for displaying Vector graphics can have different X and Y drifts. As a result, each Vectrex console displays graphics slightly differently. This can result in the screen images appearing tilted for some games on different Vectrex consoles. In addition, if a particular Vectrex is not in good condition, graphics that should be visible on the screen can be presented just off the edge. On a game like the built in Mine Storm, screen tilt and offset can be barely noticeable because all the objects on the screen have their own distinct movements and are not normally positioned close together at regular distances. However, with a matrix of objects extending across the screen such as in a Space Invaders type game, the screen tilt and offset can be very noticeable. Vectrexians includes an easy-to-use calibration routine to compensate for any tilt and offset in order to give a near perfect picture. Providing a calibration routine is not new. Alex Herbert's YASI space invader clone for the Vectrex also offered calibration. However, the Vectrexians' calibration routine is much more sophisticated, but at the same time just as easy to configure. Four rows of aliens are presented on the screen and by using the joystick and controller buttons, the player has to line them up. Depending on the condition of the Vectrex, this configuring time typically takes around 20 seconds.

The only negative about Vectrexians is that once the calibration is done, the compensation parameters are not stored in the cartridge. This means that unlike Vectrex Yasi, the player has to configure the calibration whenever they switch on the Vectrex and start the game for the first time. What calibration does do though is make even tired Vectrex consoles display the game as the author intended. So it's worth performing the calibration every time for full game enjoyment.

Game play itself involves the player shooting with his spaceship through the attacking waves of aliens. Each level starts with a wave of aliens moving left and right. As in the original Galaxian game, there are four types of aliens having different characteristics in terms of aggression and score value.

At regular intervals, individual aliens separate from the pack and dive-bomb toward the player's ship and at the same time, drop a succession of missiles. With the number of vector lines used to provide detailed representations of the aliens and the player's ship, and together with so much movement on the Vectrex screen, you would expect a lot of flicker as can be witnessed in some other Vectrex games. However, with Vectrexians, this is not the case. When the game is viewed via the overlay, the flicker is near minimal. There is still some very slight shimmering visible although this does not detract from the game enjoyment.

Like the original Galaxian when there are just a few aliens left over and they are attacking, the dive-bombing aliens perform low altitude, looping motions. Vectrexians also has swooping aliens which are accompanied by a couple of escorts as in the original Galaxian. Shoot these to get maximum points.

In terms of variety of game play, the increasingly difficult waves of aliens may seem a bit repetitive in this day and age, but this is a reflection of the original Galaxian game. For retro gamers, this won't be an issue. After all, there is a goal for the player – to wipe out all the aliens for

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each level. After beating level 20, "the last level", it means the player has been victorious and the enemy invasion stopped. The player is rewarded with another 3D pre-rendered animation, but this time representing the journey of the spaceship flying back home.

Vectrexians is a noisy game. The sound of the game is close to the original and includes the noises for the dive-bombing aliens, missile launches, explosions, and cyclic humming background. The start-up music is somewhat unusual, not so much melodic, but more of an eerie sounding collection of notes ending in a sound which could be straight out of an 80's synthesizer pop band, all in all, adding to the atmosphere that the aliens are arriving.

Vectrexians, as implemented to the high level in this release, would never have been possible in the early 80s during the time of the Vectrex. Then, memory came at a premium and a 4K Game ROM sounded generous. However, using today's technology, the Vectrexians' cartridge stores 48K of program code on two 32K banks of memory. The memory space has been utilized for storing the game code, the music, and the 3D pre-rendered data for the start and end animations.

One word of warning to those who are considering purchasing Vectrexians, especially to those not on the same continent as Belgium, where Kristof is based. Although the game comes in a strong vacuum-formed game box and is sent out in a Jiffy bag, some purchasers, including myself, have not been so lucky with the post office and have ended up with damaged boxes. Generally it's a bit like a lottery with the post office, and sadly some parcels do get damaged. To ensure all the work that Kristof went to in making such professional looking packaging does not go to waste, ask him to send the game in extra packaging.

Overall, Vectrexians is an excellent and faithful adaptation of Galaxian. Everything about this game, i.e. the game case, the overlay, and the game itself, has been exceptionally executed. The length of time it took for the game to be officially released was well worth the wait.



Stars Rating: ★★★★★

- P. Ian Nicholson

You've Grown Up...
...but you still like your toys.

A collage of three video game screenshots. The first is a racing game showing a car on a track. The second is a first-person shooter showing a character holding a gun. The third is a platformer showing a character jumping over a series of green blocks.

J2 GAMES

www.j2games.com
Your Video Game Super Store!

A cartoon illustration of a woman with long dark hair, wearing a black bikini top and bottom, posing in a seductive manner.



- Dan M.

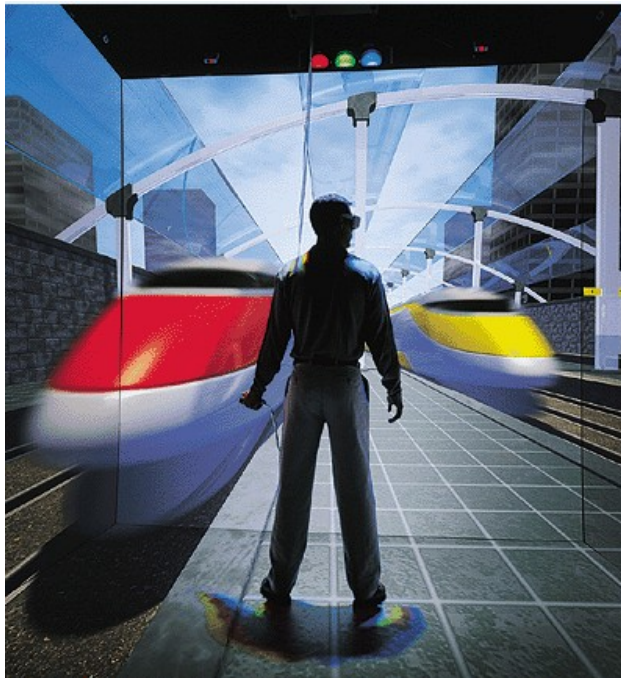
The early-to-mid 1990's were an amazing time if you were a video gamer. For starters, there were a LOT of options for your gaming dollar. At the turn of the decade, the market was bombarded by a flood of companies, all eager to take a slice of the freshly baked and flaky crusted video game pie that Nintendo help make yummy again. Speaking of the Big "N", they and Sega, the late 80's down-trodden 2nd placer in the console race, were at each other's throats fighting for the top spot of the game world. They had their newest 16-bit consoles filling up space on store shelves while their 8-bit offerings were slowly being phased out. They also squared off in the new portable game system arena with the Game Boy and the Game Gear. Then there was washed up punch-drunk-but-swears-they're-going-to-make-a-come-back boxer named Atari. With broken fingers they threw their battered hat into the portables ring with the Lynx color hand-held system while trying to hype up their next console that touted having many more bits than the competition. Off whimpering in the corner licking its skinned knees (which is impressive no matter who you talk to) was NEC/TTI and their TurboGra..er...TurboDuo system along with *their* entry into portables buffet: the TurboExpress, which played the same cards the home console did. The arcade company SNK introduced a home version of their multi-game cabinet system the Neo

Geo, which set gamers back a few hundred dollars for the base model and around a couple Benjamins per cartridge. Thankfully, no hand-held came from them as it probably would have cost more than a Ford Probe. The market was so crowded with consoles and stuff that all pretty much had games that played pretty similar to each other, it was a wonder how one could even compete.

This is where the second greatest thing of early 90's gaming comes in: the promise of the future. Even with magazines being clogged with the games for the equally large number of systems, there wasn't a month that went by where you didn't read about some new console or technology that was just around the corner. I can remember reading about the Play Station, a CD ROM game system, being developed by Sony and Nintendo to compete in the ring with Sega and NEC for the "next generation" of disc-based gaming. Or Sega's upcoming 32-bit "Neptune" system along with a 32-bit add for the Genesis so those owners don't feel like they're left out

Even with all those promises, a lot of the stuff that was shown in blurry screen shots or mentioned behind closed doors were essentially upgrades to what was at home already. The rest of the neat whiz-bang tech was something that promised to eventually and actually bring arcade action, like the fresh polygon contests like Virtua Racing, to your living room TV. Still, that was something that eventually every other game or would-be game company was going to do anyway. In such a crowded market, a company had to do something that was not just another X Bit system to rise above competition. A device that really stood out and brought something new to phosphor tubes and Sega was the one that went out on a limb to try it. They took a shot at probably one of the most difficult concepts of gaming that still today is beyond the consumer market: virtual reality.

"Virtual Reality" was the latest tech buzz of the decade. With far-fetched but way cool concepts like the holodecks from the TV show "Star Trek: The Next Generation" to



From Computer Desktop Encyclopedia © 1999 Fakespace Systems, Inc.

in the cold? Or the Konix Multisystem with its controller that could convert from steering wheel to flight yoke? There was a hot, juicy rumor or news blurb about some major new breakthrough in technology ready to take gamers to video Xanadu.

the 1992 extremely-departed-from-its-Stephen King's-story-origins movie "The Lawnmower Man", the idea of strapping on a helmet and gloves to interact with an alternate electronic world captivated people and more specifically gamers. By the time King was phoning his lawyer to have his name removed from that movie's title, a bona fide physical machine began making the rounds across North America to our arcades and malls: "VR Pods" created by the aptly named "Virtuality" that contained a game called "Dactyl Nightmare". For five bucks, you could climb onto a platform, have a heavy helmet strapped to your noggin and a tether that attached you (and it) to the system. A large ring, probably borrowed from the Krypton prison scene of "Superman II", was dropped down around you so that you wouldn't fall out of the pod and knock someone's cherry Icee onto the floor. The game you played had you go against another player, traversing an M.C. Escher-like world of plat-

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Sega's Virtual Un-Reality

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forms, pillars, archways, and stairs all in a first person view. A pistol-grip with a joystick on it was placed into your hand which allowed you to move forward and back and had a trigger to fire your virtual gun. When you moved the pistol-grip around, you could see your blocky in-game weapon mimic every twist and turn you made. By turning your body or your head, your character would rotate in whatever direction you happened to be looking. The object was to shoot the other player while avoiding the large reptilian bird that squawked overhead and occasionally swooped down to pick up unsuspecting gamers. Even with its flat shaded polygons that could cut bread with their jaggies, the experience was so cool that after playing, mere words couldn't describe the experience. It was fresh, it was the latest in tech buzz, and cost around \$60,000. For a teenager, there weren't enough lawns in the neighborhood to get that kind of scratch. So Sega wanted to take all that tech, reduce it down, and be the first to bring that experience home with a much more manageable price of \$200. Oh, and have it in stores by Christmas of 1993. It was given the very imaginative name "Sega VR".

The Sega VR, created in collaboration with industrial design firm IDEO, was first announced in 1991. After years of development, the first views of the prototype were shown at the Winter 1993 Consumer Electronics Show (CES). Dubbed either "Virtual VR" (as named in a supplement preview guide by Electronic Gaming Monthly) or "Virtua Sega" (as mentioned in a news bite and a blurb in the April 1993 issue of Video Games and Computer Entertainment magazine), it was a solid black visor with a horizontal red stripe that cut along the plastic brow line. It was also said to be an accessory to the Sega Genesis, which surprised journalists but excited owners of the 16 Bit system as they didn't have to sink more

money into something new (or maybe that was me). It was shown strapped onto a white non-descript bust to demonstrate its relatively compact design. To help reduce the bulk and cost of the headset, a majority of the guts were placed into a box that would hook up to the game console. The headset itself contained a sensor that could detect the player's head movements, stereo headphones to allow for a sense of audio direction and a pair of color LCD monitors that would recreate the stereo vision effect a person

eral's equally futuristic looking booth. As shown in a recently uploaded YouTube video (do a search for either "1993 summer CES" or the user "Grooveraider"), this rare footage shows the entrance of the booth adorned with a large thinly framed portrait of the Sega VR bust, the head painted red to subtly contrast the black headset. A large sign with the words "By Invitation Only" stood guard, offering up free copies of "Sega Visions" as a complimentary prize to those who were not on the guest list. Inside the booth, television sets displayed infomercials on the accessory, showing handsome gamers wearing the Sega VR whipping their heads about and flailing their hands in response to whatever it was they were playing. Then came the moment of truth: the chance to play the VR unit itself. People were sat in a chair and had the headset placed on their heads by a Sega associate to play the game called *Nuclear Rush*, where the player pilots a hovercraft and battles robots in a post-apocalyptic world. Behind and off to the side of the player was a TV that displayed what the player was seeing in the head set. A scene of mountains and a flat desolate terrain about could be seen through the curved window of the hovercraft's cockpit along with a type of radar screen displaying incoming enemies and what direction the craft was heading along with an on-screen HUD. To change direction or change the elevation of the view, all the

player had to do was move their head and the craft would respond. The Sega associate would instruct the player on where to point their head as they would move the craft forward or fire at incoming enemies or they would pass the controller over to the "pilot" so the lucky gamer could have total control. The other games that were announced at the show (but not shown in the video) were a helicopter simulation called *Iron Hammer*, a cyberpunk/cyberspace 3D game that tips its hat to early William Gibson novels called *Matrix Runner* and a *Road Rash*-esque title called *Outlaw Racing*.

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normally has. The EGM Preview guide stated that one game, Virtua Racing, would be available when the peripheral launched in the Fall of 1993 with three more games (a flight simulator, a shooting game, and a "fantasy action game") would be released by the year's end. With a concept so different than the competition, the future looked bright for gamers and we couldn't wait to get more info on Sega's newest venture.

In June of 1993, the Summer CES showcased a number of great games, accessories, and was a harbor of promises. Sega finally christened its futuristic accessory "Sega VR" by prominently displaying the title over the entrance of the periph-

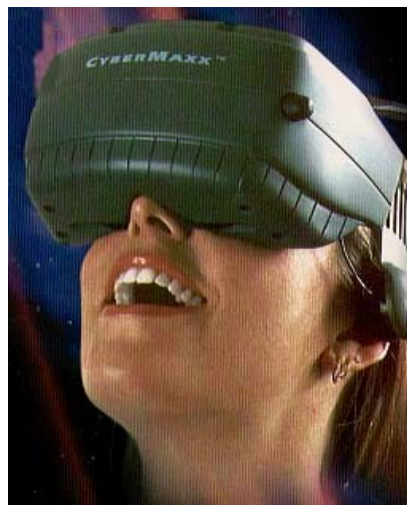
(Continued from page 16)

A couple of months after the event, the gaming magazines released their news and opinions on the show's offerings. Other than Sega's own adver..I mean magazine "Sega Visions", it seemed as though the other journalists were pretty quiet about the new accessory. The "Game Player's" August issue only mentions the VR unit in their "Video Control" letter-from-the-editor section, stating that it was a "somewhat confusing demo...in which you whipped your head around while someone else fired at targets." Other sources stated the game's graphics weren't that great (it *is* running on a Genesis after all and the demo wasn't even as complex as an EA simulation title like *M-1 Abram's Battle Tank*) and some mentioned the headset caused a little motion sickness. Others claimed that the display in the headset wasn't that great, causing the imagery to be a big blurry mess. Afterwards no real news cropped up on Sega's virtual reality system until the next year. In the March 1994 issue of "Game Player's" it was noted that at the '94 Winter CES Sega announced that the VR system would be delayed until the latter half of 1995 as it needed "refinements". Sega also tweaked the projected price: \$300 instead of the initially advertised \$200. They also mentioned that the system received "lackluster response [s]". After that little nugget of joy, the Sega VR seemed to disappear into the vapor it was destined to be.

At the time I never really found out what had happened to the system. It was obviously canceled but around the mid 90's I didn't buy magazines as often and my current mag collection for that time frame isn't quite complete. Researching the 'Net I discovered a variety of reasons of the VR's demise though nothing real concrete is given. One source stated it was a distraction to the upcoming Saturn system. A couple other sources wrote that the official statement was that the VR system was a safety concern as children could try to meander while wearing the headset and run into

things, injuring themselves. To add to that idea the PR spin was that this scenario was possible because the games were "so real" (yeah right).

So Sega's chapter into the elusive world of VR closed about as fast as it opened. Other companies would try their hand at virtual goggles. Atari had their Jaguar VR setup, which also died a quick death. While not really virtual reality, Nintendo's Virtual Boy was a short lived, not so portable, bright-red screened headache inducing system. The computer market seemed to actually get product with such examples as the VictorMaxx Cybermaxx VR helmet or the Virtual i-glasses by Virtual i-o which technically worked. From personal experience, I have to say using these home units wasn't that great. I was able to play with a Cybermaxx back in 1996 at a computer store I worked at and tried it with the compatible game "Rise of the Triad". I could move and look around with my head but the weight and the low



Hackers, hobbyists and game players still use the discontinued CyberMaxx HMD from VictorMaxx Technology, Inc., but have very few sources on the web for drivers, schematics, etc.

area it was no wonder this approach died quickly. On the home front, the major consoles had risen the bar in terms of quality and gamer expectations. With the 3D capabilities of Sony's own Playstation, Nin-

tendo's cartridge wonder Nintendo 64 and even the ailing Sega Saturn the costs to compete had skyrocketed. Companies like 3DO, SNK and Atari dropped out of the console race. The expense essentially culled the freestyle concepts of the early 90's with the only things one could consider somewhat innovative yet "safe" to the bean counters were fishing rod controllers that just



Read more about the failed Jaguar VR at <http://jagcube.atari.org>

resolution of the LCDs gave me a splitting headache and motion sickness that killed my appetite for most of the day. Needless to say the sheer cost and lack of anything that made use of the technology kept these things from reaching mainstream acceptance.

As the 90's came to an end, it seemed the dream of dancing through virtual fields with LCD vision ended as well. The large five-figure VR machines that used to make appearances across the country were losing their venues as arcades were closing up left and right. In my state VR machines could be found in state fairs or large events like Milwaukee's Summerfest but after seeing only empty beer cups sitting in the booth's waiting

caught dust in bargain bins.

Will the idea of virtual reality ever crop up again? With the recent shake-up in people's perceptions of video gaming thanks to the Nintendo Wii and the renaissance of specialized peripherals, maybe it's time for a come back. History always seems to be cyclical as we're seeing in fashion and life styles as high waist jeans, fringed jackets and "macho men" are coming back in style. Perhaps a Sony PS4 Head Toy, a Microsoft Xbox 720 VR helmet or a Nintendo Wii-II "WiiSii" motion tracking headband (with protective bicycle helmet, elbow, knee pads and a yearly subscription to Life Alert) won't be too far off?

What Wii Play

Welcome to What Wii Play (by vc-reviews.com). This month we are going to look at some European Releases that should be coming to the US soon. Specifically, we are going to look at games from the just added Commodore 64

Virtual Console reviews vc-reviews.com



Impossible Mission
(Commodore 64)
500 Wii Points
Released (EU Only):
April 11, 2008
Players: 1
Controller Support: All

During the past three days, key military computer installations of every major world power have reported security failures. In each case, someone gained access to a primary missile attack computer. Only one person is capable of computer tampering on this scale - Professor Elvin Atom Bender.

Using a fortune he amassed by raiding the computer systems of various financial institutions, Professor Elvin Atom Bender constructed a vast, underground stronghold packed with computer equipment. There, in seclusion, Elvin spent four years working to breach the security of military computer installations around the world. As you know, he has succeeded.

Our computer estimates that he will break the launch codes and trigger a missile attack that will destroy the world in exactly six hours. This is the amount of time you will have to complete your mission.



Impossible Mission is highly regarded as one of the classic Commodore 64 titles, particularly impressive given that it was one of the earliest games released for the system. The considerable success of the game led to numerous ports and sequels, including a recent Wii update, but the C64 original is most fondly remembered.

Like many titles from the C64's early period, the presentation

leaves something to be desired these days. The graphics are simplistic and more functional than impressive, although the main sprite boasts excellent animation. Similarly, the sound design is rather bare bones, mainly made up of ambient buzzes and beeps, although one could argue that the lack of music reinforces the tension. All that said, the famous digitised speech, like the smooth main sprite, is still quite impressive.

The main strength of Impossible Mission is undoubtedly the gameplay, and that's one area where the game still excels. While it looks like a platform title, this game is arguably more of a puzzler, and a player will often find their

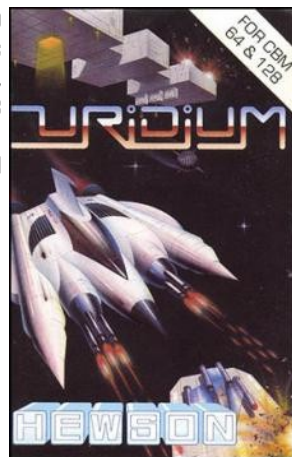
brains tested more frequently than their reflexes. The most efficient path through the danger-filled rooms is not always clear, and also not always the safest route, and it is often difficult to judge whether to investigate every item in a room for a password piece, or gamble and look elsewhere. A good memory (or decent mapping skills) is also essential when navigating the labyrinthine corridors of Professor Atom Bender's base, as it is quite easy to get lost. And then of course there's the all-important secret password, the assembly of which is almost a game in itself.

Adding to the game's complexity and replay potential is an inherent element of chance. The base's layout is randomly generated each time the game starts, as is the position, distribution and behaviour of the killer robots, as well as the locations of the elusive password pieces. While the core gameplay mechanics are quite simple, the forward planning involved in every player action, as well as the random nature of the game's design, makes it a serious, although never unfair, challenge.

Impossible Mission is a platformer, it's a puzzler, it's about eight games in one, all wrapped up in nifty 60's style spy thriller trappings. There's nothing quite like it on the Virtual Console, and while the dated presentation is something of a downside, the gameplay is varied, complex and faultless. This is undoubtedly the first 'must-buy' C64 game released so far for the Wii's Virtual Console.

Stars Rating: ★★★★★

Uridium (Commodore 64)
500 Wii Points
Released (EU Only): March 28,
2008
Players: 1
Controller Support: All



15 Super-Dreadnought ships have invaded your galaxy, each looking to steal a different precious metal. Destroy the dreadnought's defensive forces, then land to finish the job.

Fly your Manta fighter across the screen, speed up, slow down, perform a 90-degree roll and shoot lasers to destroy both ground targets on the dreadnought, and enemy fighters.

When the dreadnought's defences are gone, the message "Land Now" flashes on screen. Fly to the right side of the dreadnought and fly your ship across the run-way, left to right. This brings you to the fuel rod chamber, where you finish the job. Time pressing with the flashing pyramid of lights until time is about to expire, then select "Quit" and press to make your escape before the ship is destroyed. You will be taken to the next enemy dreadnought.



Uridium is a much loved classic amongst Commodore 64 enthusiasts. Well known for its fast-paced gameplay and unique game mechanics, at least some of that reputation is deserved. Designer Andrew Braybrook was known for his idiosyncratic but eminently playable game concepts, and they are plentiful here too.

The main difference between this game and most other shoot-em-ups of the era is the ability to fly and move in all three dimensions; not only can the Manta fighter fly to the left or right or up or down, in a manner similar to games like Defender, but there's also some limited movement above and below the plane on which most of the gameplay occurs. It's possible, via a looping manoeuvre, to gain enough height to dodge enemy craft or cross over barriers, and some later parts of the game have some tight squeezes that can only be navigated by flipping the Manta on its side. Such increased interactivity gives an impression of being more closely involved in the action, especially in comparison to most scrolling shooters, where there's generally less control over your sprite's direction.

None of this would be any good at all if the controls were sloppy, but here Uridium excels. While the fast pace and almost slippery handling of the Manta fighter can be difficult at first, it's all part of a well-judged learning curve, and soon enough you'll be backflipping all over the place as the enemies approach. On the other hand, the self-destruct mini game is merely a test of timing, and isn't nearly as complex or compelling as the similar sequence in Braybrook's earlier Paradroid; in all honesty, it seems like something of an afterthought.

The visuals are also a bit of a let-down, being more functional than pretty. The large battleships aren't particularly exciting or imposing, with very little in the way of animation on their surfaces, and the waves of enemy fighters are also rather dull, consisting mainly of a standard set of cloned blobs. That said, the overall design is certainly quite idiosyncratic and memorable, from the unique fonts all the way up to strange stuff like the big chains holding the starships together, or the option to play the game in a monochrome mode (?). The Manta fighter itself redeems the visuals somewhat: it's a great sprite with smooth and varied animations that make it look as slippery and agile as its aquatic namesake. In terms of sound, the title theme is another one of those classic tunes that gave the C64's music capabilities such legendary status, but some generic in-game electronic beeps and buzzes are a bit of a let down.

To be honest, Uridium hasn't aged too well. It's still a very playable shoot-em-up with some inventive mechanics, but the presentation betrays the game's age. Later C64 games in the same genre looked and sounded better, and some offered more depth, although few were as unique as this one. Think carefully before you spend your Wii Points on this title, but if you're a fan of shoot-em-ups and are looking for something a bit different from the norm, you could certainly do worse than Uridium.

Stars Rating: ★★☆☆☆

Coming Soon?



Castlevania X: Rondo of Blood
(Turbo Grafx-16)
Release Date: TBA
Players: 1
Controller Support: ??

The plot is a simple one: Your fiancée was kidnapped by Dracula and so you, Richter Belmont, go on a journey to rescue her

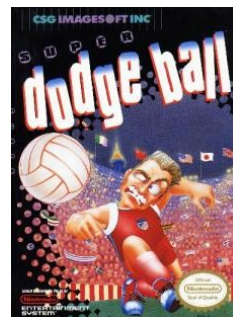
and destroy Dracula. The game has a few cutscenes to tell you the story, in the game itself you don't get anything story related.

The game itself consists of you trying to reach the end of each floor, defeating evil creatures on the way with your whip. Nearly every stage has an alternate exit, and on each exit you will have a special boss. To beat them you need good timing and good reactions.

Status: Released in Japan (22 April 2008)

One of the most sought-after games of all time - This game's a bit of a legend among Castlevania fans. Although it never made it out of Japan it has been rated by the ESRB and the PEGI (thanks to the fact that it was recently included in the PSP Castlevania: Dracula X Chronicles) so the chances of a Western VC release are highly likely.

Super Dodge Ball (Nintendo NES)
Release Date: TBA
Players: 2
Controller Support: ALL



This ain't elementary school and it sure as heck ain't gym class. This is Super Dodge Ball. Control your team of six players to pummel the opposing team into submission using only the ball and your team's unique skills. Each player has his own special attacks and each team has their own unique attributes.

Play the World Cup mode and take on teams from around the world to claim the championship. You play as the star USA team and must work your way through teams from countries such as England, Iceland, Japan, and more to finally take on the current ruling world champions, the Soviet Union.

Or you can challenge a friend in Versus mode and go head to head with whatever teams you choose.

Or, if you just feel like cutting loose, you can play Bean Ball mode which is just a free-for-all every-man-for-himself romp in the school yard. Be the last man standing.

Status: ESRB rated

Like sports games? Like River City Ransom? Then you will love this!

The Many Faces of... Oil's Well

- Alan Hewston

Let me first tell you that this series of reviews was originally published in the Retrogaming Times, and then continued into the Retrogaming Times Monthly magazines. [Editor's note: Retrogaming Times Monthly is a GREAT magazine, check out Alan's Bio on the contents page for the web location]

These are the Many Faces of the Classic "Joystick Era", those games and systems prior to the NES and the PC. Now on to the review.

"Oil's Well", by Sierra, is my most beloved classic era game that most gamers have never heard of. From looking at the details of the votes/replies to the Retrogaming Times survey of 1983 classic video games, those who picked Oil's Well most often had several other home computer titles on their list as well. So I'm guessing that many of our readers have not played it, but given a chance, they'd find it to be quite an impressive and fun game.

I had a tough time wrapping up this review since I kept finding more information about a similar game, "Anteater", a 1982 arcade game by Tago. Then, just as I was almost done, this already long review was extended further upon discovery of the missing link - "Ardy the Aardvark", '83 by Datamost. From the "Ardy" manual, it's a 95% match to "Anteater". So why would Datamost risk a lawsuit and copy "Anteater"? Even the title is only slightly different, as an Aardvark is a specific type of Anteater. Then I made the connection that the C64/AP2 author is none other than Chris Oberth, who also programmed the original arcade game Anteater. I'd love to track down Chris Oberth today to get the full (no doubt interesting) story behind the tale of these three video games. 1982 and '83 marked breakout years for original games on home computers and I hope to salute several here in our reviews this year.

This 20th anniversary tribute for "Oil's Well" would be more complete if combined with the "Ardy" and "Anteater" titles, but of the combined 6 versions, I only have the TI-99/4A port - so that will not easily happen. Unfortunately the TI-99 port of "Anteater" by Romex is not very close to the same game as the arcade. The only similarities are ants & anteaters inside an underground maze with things to collect & avoid. A better description would be to say it plays like the "Rodent & Cheese" stage in the home computer game "Evolution" (a 1983 title I hope to review later this year). I'm guessing that the other Romex ports (Atari 8 bit & Vic 20) were probably made the same, that is, not like the arcade game. Let me know if they were. Maybe some day I'll review them, or perhaps look for the C64, Apple II or Atari 8 bit version of "Ardy the Aardvark" in issue #154 of the Retrogamng Times.

OK, now we'll get back to focusing on Oil's Well and how all 4 of its versions are so very similar to "Anteater" as follows: one at a time, you must clear out 8 underground mazes (screens); movement is in 4 directions U/D/L/R extends your pipeline, a la plastic man, or stretch Armstrong; move the drill bit into all the corners of the screen to collect all dots (oil deposits), when completed, move to the next maze; some enemies must be avoided specifically by your Drill Bit, while all the rest must never make contact with your pipeline; collect a special power pill, bonus points, and earn extra lives; and most importantly, extend and retract your character/object as necessary to keep it from contacting the enemies. Every maze of "Oil's Well" allows you only 99 counts on a timer to complete each maze, or lose a life. Each successive round has a slightly more difficult maze to navigate and/or faster enemies. In "Anteater" the days get shorter and the nemesis, the Spider, comes out earlier. Oil's Well has no equivalent enemy like the spider. A longer and longer series of pipes is more realistic than to have an incredibly long tongue on an anteater. Regardless, an anteater or a drill bit/pipeline is among the most unique ever as a player character. You are both the Drill

Bit and the attached pipeline, which extends outward, but always remains connected to the surface (the refinery) at the top of the screen. Wherever the head moves, the body (pipeline) is laid down in the tracks. Upon touching any deposits, they are instantly scored (and absorbed, back into the refinery). You cannot move backward, but hit the fire button to retract the pipe back in the direction it came from. So the drill bit backs up as you press the fire button, all the way back to the refinery. Each maze already has paths that are pre cleared, so you are not so much digging as you are just collecting the deposits. You always extent at a constant speed and likewise retract at a constant, yet faster speed. But why retract?

You must retract as you cannot take just one path along the maze. There are many spots and paths on the maze and you'll need to hit them all at least once. You'll need to retract to protect yourself from or chase after enemies, get out of dead ends, snag the goblets and any enemies for bonus points, and of course, the most important reason is that your pipeline cannot overlap itself. The enemy bombs or mines are deadly to your drill but are harmless if they touch your pipeline. All other enemies, despite differences in appearance (at least 12+ types), are called Oozies and can be snatched up and refined by your drill bit for bonus points. The Oozies will, however, destroy your pipeline, so retract it. Oozies are worth more points the deeper they are. The enemies are not affected by the maze walls, but rather move at a given speed in a straight line across the same horizontal plane. They enter one side of the screen and if not consumed exit the other. Special oil deposits called Petromins (one per each screen) slow all Oozies for about 20 seconds, and (save for the CV) causes any Land Mines on-screen to explode harmlessly. Every 10K earns another life (Drill Bit).

"Oil's Well" is easy to learn, contains sufficient randomness, is quick-paced, starts out slowly, and gradually builds in difficulty, speed and maze complexity - making for a great classic. But if you are not a maze game fan, then steer your drill bit elsewhere as your joystick will get quite a workout, from lots of maneuvering through this [dare I say it] "severe" maze game. You can pause the game at any time you want, but when the action is live, you'll make more turns and moves per minute of play in this game than 99% of all maze games ever made. It's not quite white knuckle time here, but the harder you steer, the better your scores.

Some suggestions for future programmers in a modern remake might be to add invisible enemies, or barriers, a lock and key, some leaking, or time-released explosive material that you must avoid for awhile until it drains away. And of course, we always love simultaneous, 2 player action! Fighting over the oil deposits and prizes, yet still working together to complete each screen before time runs out. Cooperate and watch each other's back at times, or if your lives were shared.

Arcade: None, but similar to Tago's '82 "Anteater" by Chris Oberth, later seen in Stern cabinets.

Home versions: All in 1983 unless noted, by Sierra (Sierra On-Line or Sierra Vision)

Commodore 64 (Thomas J. Mitchell)

Atari 8 bit (Thomas J. Mitchell)

Colecovision ('84 Don McGaflin)

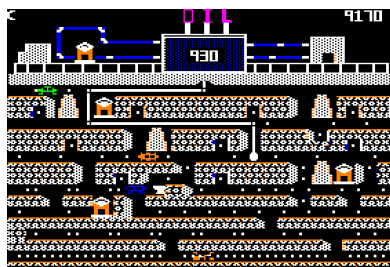
Apple II (Ivan Strand & Brian Strand),

The Many Faces of... Oil's Well

Not included here: There was also a version for the MSX and PC Booter as well.

Have Nots: Apple II (41)

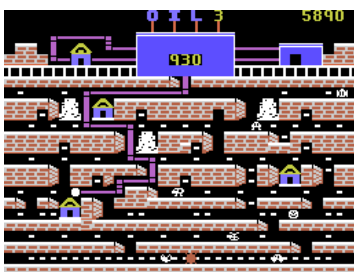
My first reaction was - the sound would keep it off the medal stand. Sure enough both the internal-speaker sound and missing a few of the sound effects makes the Sound only fair (5). The other 3 versions are all very good (7), with many nice effects and audio cues, but no actual music. The background noises do add a lot to it, but not quite the same as a musical score. The Gameplay is complete and all versions are identical and equally superb (9). A feature unique to the AP2 is that in the 2 player option, players can select differing skill levels. The Addictiveness is wonderful (9) on all versions. The gradual increase in skill, a pause button, and choice of three starting levels (Unleaded, Regular and Premium) help to challenge you to play again until you complete all screens in each level. Witness the completion of your refinery and the congratulatory screen - "Stock Certificate - 1000 Shares Oil's Well Refinery". No, this victory celebration is not that spectacular, but it is a very rewarding goal, and achievable if you are a decent VG player. The AP2 pause button is the <Esc>. Likewise the Graphics are outstanding (9) on all versions, with some fast action (12+ enemies at once) and the well done graphics of the Drill Bit & Pipeline. There is great color variety and graphical variety, and good displays and scores. There are only a few places where the graphics detract or hide things visually. The Controls score a (9) as the analog Apple II sticks make for a tough steering job. Even after much PT, you'll probably make more controller mistakes on this version than the others combined. The primary fire button is not used, instead the harder-to-use (unless you're a lefty) secondary fire button is used. Hmmn. There is no keyboard control option, and it's only available on diskette.



Apple II screenshot Courtesy of Moby Games

Bronze Medal: Colecovision (43)

My first reaction - too bad this excellent game came out late in the life of the system, and didn't spread to other consoles. As mentioned earlier, the sound is very good (7) on all ports. Plenty of effects, but not a lot of music. The Controls scored a (9) as they were just a bit harder to use the CV controller for maze games. The cart is a bit rare.



Colecovision screenshot Courtesy of Moby Games

Gold Medal: Atari 8 Bit & Commodore 64 (44)

Once again we have a tie, but in this close race, all 4 ports are great to play.

Atari 8 bit

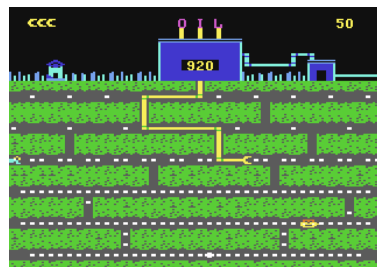
My first reaction is, here's another one we'd love for the 5200. This was the first home version made and is great. The Controls are perfect (10) and the pause is the <Esc>. Available on disk or cart, but semi-rare in both formats.



Atari 8 bit screenshot Courtesy of Atarimania

Commodore 64

My first reaction was how much I loved playing this on diskette back in its day, then later to be thrilled to add the cart (albeit only uncommon) to my collection. The Controls are perfect (10) and the pause is <F7>.



Commodore 64 screenshot Courtesy of Lemon 64

I'm certain that "Oil's Well", "Anteater" or "Ardy the Aardvark" would all make a great remake on modern consoles, or home brew - like for the 5200, 7800 and INTV. With considerable effort, a semi-decent (playable) version may be achievable for the Vectrex, 2600, Vic 20 & O2. Special thanks go to Tom Zjaba for my first copy of the CV cart & manual, Stephen Knox for the Atari 8 bit version, and Tom McLaren for the Apple 2 port. Where would this column be without these friends.

Alan Hewston has been a staff writer for almost 10 years with the Retrogaming Times and now the Retrogaming Times Monthly. He hopes to submit these old reviews to be seen again by new readers here in the Video Game Trader Magazine. The Many Faces of reviews are limited to games and systems from that "Joystick Era" which stops about the time of the Crash of 1984. We have purposefully excluded the NES, the MAC and the PC as they then completely replaced the older systems. He can be reached at hewston95@stratos.net

This review has been edited from its original format back in issue #68 of the RT.

This was a great review at the time as it got read by the original arcade programmer, Chris Oberth, who eventually gave us a full interview.

RETROGAMING TIMES MONTHLY

You can read the Many Faces of... and more classic gaming articles at RTM online http://my.stratos.net/~hewston95/RTM/RTM_Home.htm

A stack of Retrogaming Times Monthly magazines. The top magazine is the Atari 7800 issue, featuring a yellow cover with various game logos like Atari, SEGA, Vectrex, Nintendo, and Intellivision.

Game Battle!

- Pat "Coldguy"



For those who are unfamiliar with game battles, here are the basic rules: two games that are somewhat linked to one another are chosen. These games then enter into combat, thunder-done style, to determine which one is better. There are 7 different criteria that these games go through: Graphics/Animation, Gameplay, Sound/Music, Story, Challenge, Controls, and a final wildcard category that could be anything. All decisions are final. Don't complain to me that your game lost, suck it up! This is a Game Battle!

Now it's time to talk about GoldenEye 007 & Perfect Dark for the Nintendo 64, a system that will either give you fond memories or cringe in a nightmare. There is no middle ground when it comes to this system; however, one thing that everyone agrees on, is that these two games are great. However the questions remains, which game is better? Let the battle begin!

Round 1: Graphics/Animation

Just because a game uses the expansion pack doesn't mean the graphics are better by default. GoldenEye pushed graphical prowess of the cart while Perfect Dark took full advantage of the additional memory given by the expansion pak. This was a tough one to call, but the nod goes to Perfect Dark for its animations with the NPCs, and the uniqueness of them.

Winner: 

Round 2: Gameplay

When I talk gameplay, I am focusing on the single player campaigns. Both games have missions and both have unique locations and secrets to help you out. Both games also have defined difficulty levels. So, how could you pick one over the other? Simple, Perfect Dark has something GoldenEye does not have... Co-op! Yes, you can have a friend assist you in missions, and they don't even need to be a human! You could let the AI kick in and help you achieve your mission.

Winner: 

Round 3: Sound/Music

Now this one is an easy pick. GoldenEye, hands down, has the better soundtrack. Not only does the music fit the mood of the game, but it also enhances the action in dramatic scenes. Perfect Dark attempted to do this

but did not execute it well; also the Perfect Dark gunfire sound effects are simply recycled for many of the newer weapons.

Winner: 

Round 4: Story

This is a tricky one to call. GoldenEye has the advantage of being based on a movie and has an existing story to follow, while Perfect Dark does not. Perfect Dark approaches their missions in an episodic manner with the overall plot being revealed a little at a time. The problem with this is the leap into fiction of the alien intervention. Sure, it is set in the future, which allowed them to create some kickass weapons, but toward the end it felt like they were pulling straws to make sense. GoldenEye, on the other hand, took some liberties by adding to the story in an appropriate manner and enhancing the existing story that the movie made. Winner goes to GoldenEye for a better execution.

Winner: 

Round 5: Challenge

THIS is one of the toughest to decide upon. GoldenEye has the better mission layout, but cheat codes are difficult to enter. Perfect Dark, on the other hand, has better objectives in single player mode and its cheat codes were slightly easier to unlock thanks to the built-in clock display. However, Perfect Dark comes up with something out of the blue — challenge mode. Simply put, you are thrown into matches to achieve a goal in the variety of multiplayer maps, as well as the shooting gallery, to unlock "classic" guns. And I didn't even mention the Cheese runs either...these features give Perfect Dark the victory.

Winner: 

Round 6: Controls

I am going to be honest, they rate exactly the same. Perfect Dark has a unique gun selection method and GoldenEye has some peeking techniques. But I honestly have to call this one a tie.

Winner:  

Round 7: Multiplayer

You all knew this was going to be the wildcard; both of these games were excellent in multiplayer. To this day, people still go to parties and play in multiplayer matches (yes including myself). So how can you figure out which one is better? By figuring out what type of experience you want.

GoldenEye has maps that reflected the single player and had options that were innovative at the time. Its character selection was amazing, allowing you to choose from the main characters to every NPC in the

(Continued on page 23)

(Continued from page 22)

game. Its gun selections were default and stock while choosing each map.

Perfect Dark allowed you to pick your own character's head and body, and allows you to customize what weapons were used in a 1-7 style. This allows you to really make matches interesting or really difficult depending on your spawn point. The maps in either game have their charm. Yes, some are reused, but they are balanced enough depending on your style. The modes of games are the same; however, in Perfect Dark, sims are thrown into the mix adding an entirely new level of skill.

How can you pick one over the other? Well, if you take the time to learn every feature in Perfect Dark, you can build custom stages that not only are balanced, but addictive to the point that you will never get tired of them. GoldenEye's lack of options is an advantage to those who just want to play, since they have already been designed for a well-balanced experience. It ultimately comes down to whether or not you want to customize everything, or stick with a well-balanced experience.

I have to give the edge for Perfect Dark on this, its customization allows you to get an entirely new experience again and again. Plus, using a memory card, you can save your settings. This way you can simply plug in, save time and keep track on how many people you tagged over the course of your play. This prevents the multiplayer mode from getting old, and takes the round.

Winner: 

FINAL VERDICT:

This was one tough match, and although many people would have predicted GoldenEye to be the victor, the real winner is Perfect Dark. The added features and gameplay squeak by the perceived favorite. Many people will probably disagree with some of the close call decisions. All I can say is both of these games deserve to be in your collections, and as the Game Battle rules state, all decisions are final. So until next time, take care. I will see you next month for more Game Battle!



Next Month!

A Three-Way battle between Super Mario 2, Zelda 2 & Castlevania 2 for the Nintendo 8-bit!!

Ready... FIGHT!

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Double Dragon

Grade: A-

In *Double Dragon*, you star as Billy Lee who must save his kidnapped girlfriend, Marion, from his brother Jimmy, the leader of an evil street gang. You must make your way through four relatively short side-scrolling missions in order to meet up with your brother at the end of the game and save your one true love.

Double Dragon was originally released in the arcades in 1987 by Technos (the makers of *River City Ransom*). A year later, Tradewest released the game for the NES and had a major hit on their hands. Like any arcade translation to the NES, the graphics were severely altered and the gameplay was changed as well. For instance, in the arcade, Jimmy was the 2nd player (ala Luigi in *Super Mario Bros.*) and was not someone that you would fight against. The main change from the arcade hit, though, was that you could no longer fight simultaneously with a friend. This disappointed many fans as this was a major draw to the game and the two-player cooperative mode would be implemented in every sequel after. This has led many to incorrectly think that the original *Double Dragon* for the NES actually has this feature.

Positives:

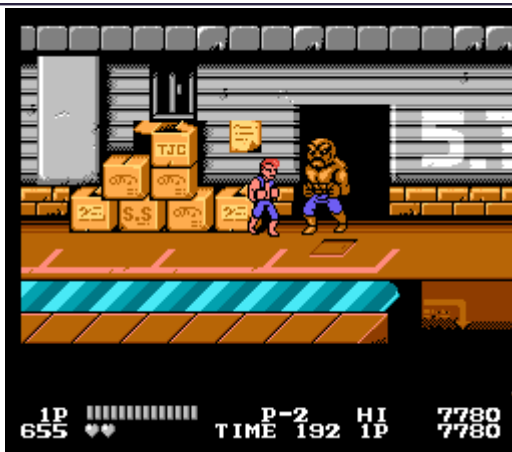
There are a lot of great things about *Double Dragon*. The fighting is crisp and easy to get the hang of. The game has great music and is a little challenging without having any cheap deaths.

The most unique aspect to the game is that you actually gain experience points as you defeat enemies. Every kick that you connect is worth 15 points, while punches are worth 20. Once you gain 1,000 experience points, you earn a heart. Each heart means that you have mastered a special move. You begin with one heart and must acquire six more. After you earn the seventh heart, you no longer accrue experience points. With your second heart, you gain the ability to uppercut and high kick your opponent at the end of a series of punches or kicks. At three hearts, you earn the ability to jump kick, which is nice but very weak. The fourth heart is a crucial one because you learn how to grab a hold of your opponent's hair and give them a good over-the-shoulder toss. This move is crucial to your success. The other major heart to earn is the sixth heart. With that one, you gain the ability to elbow your opponent from behind, a strategy that sounds lame but is the most effective move in the game and necessary to beating many of the bosses. This experience point system was very original at the time and was not season often afterwards – it isn't even in either of the *Double Dragon* sequels!

Glaring Negatives:

Wait a second, I'm playing *Double Dragon* and I can't play at the same time as my friend, what is going on? I can only imagine that some poor sucker out there is going to pick this game up

(Continued on page 25)



Reviewer: [Agent J](#)

Company: Tradewest

Released: 1988

Rarity: Extremely easy to find (E)

Expertise: Beat it

2nd Opinion – Agent K: B+

Double Dragon is good but the sequel is so much better.

Nintendo Power Top 30 Results

Total Rank: #38

Months on Chart: 8

Peak: #4

Tips and Tricks

- Entering doors resets your health and the timer. You can often exit and re-enter a door if you have taken damage in a room.
- Dodge any item that gets thrown at you. They take off about half of your life meter.
- Punch every guy on the first mission to gain more experience points.
- Master the elbow move because you will need it to beat all of the extremely tall bosses in the game.
- Any time you have to jump over a pit, jump a tiny bit before you normally would and you will be safe. If you wait too long, you will fall into the pit before you even jump.



(Continued from page 24)

along with the original *Bomberman* thinking that they are in for a fun multi-player extravaganza only to find out that both games are really one-player affairs. One minor annoyance is that you can pick up some sweet weapons, like bats and whips, but you lose them almost as soon as you obtain them. The only other real problem with this game is that it is only four levels long – and the first two are ridiculously easy. Oh, and the one-on-one street fighting option is pretty lame as well, but props to Tradewest for even including such a unique option.

Graphics and Sound: Great

The music in *Double Dragon* is very good. Each level has a different tune so you're not going to tire of it the way you do in lots of other NES games. The graphics are very crisp, the characters are decently large, and the backgrounds are decently detailed. Some climbable walls are poorly drawn though, which may lead you to having to run through Mission 4 a 2nd time trying to find where to go next.

Gameplay and Controls: Solid

I really like how you have to earn experience points to be able to execute the good moves in the game. The controls all work appropriately. My main gripe with the gameplay is that there are a few spots where, if you don't figure out where to go, then you have to do the whole level over again. This wouldn't be such a problem if you could easily tell what walls you can climb.

Features: Urban Champion Redux

The main special feature of this game is a souped-up version of *Urban Champion*. That's right, this game actually has a one-on-one fighting game in it. Just like *Urban Champion* you can only fight against the same person that you choose so each of you has the exact same moves. The improvement that this game offers better graphics, but alas no tournament. Once you defeat the computer opponent, it takes you back to the main menu.

Fun?: Definitely

You will want to keep playing this game until you beat it. The game plays fair: there are no birds that will knock you off of ledges and almost no tricky jumps in the entire game. *Double Dragon* is just a straight forward, beat 'em up classic.

Challenge: A little

The first two missions are incredibly easy but the last two are actually somewhat tough. One tricky aspect of the last two missions is that if you miss a door to enter or wall to climb then you have to replay the entire level. This causes the timer to actually be a nuisance in the game. The bosses are tough if you haven't mastered the elbow move and the last two end guys are tough no matter what. One nice challenge in this game is that there are no extra guys and no continues. You get three chances to make it through the game or you're done.

Replay: Not so much

After you beat this one, you will probably put it on your shelf for awhile. Although, since it is so short, I can imagine it being busted out more often than other beat 'em up classics.

2 Player: Yes

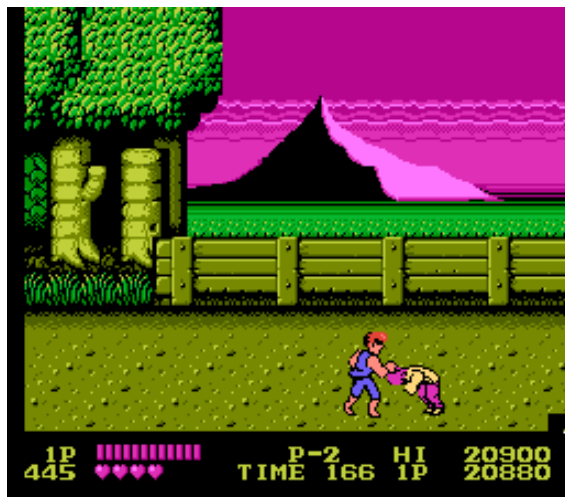
Unfortunately and surprisingly, you can't fight at the same time. Even though *Double Dragon* is remembered as a two-player simultaneous series, the original NES game is lacking that key feature. In an attempt to make up for this, Tradewest offered up the weak *Urban Champion* style street fighting option that you can enjoy against a friend. Or you can play the regular game in an alternating two-player mode.

Online Manual?: Yes

Check out NintendoAge.com for all NES manuals.

Bottom Line: A great early fighting game

Double Dragon is a game that was very popular in its time, but due to some weak sequels at the end of its series, it is no longer given its proper due. Sure it's a bit short and lacks a two-player simultaneous option, but it is still a very fun and original beat 'em up classic. For a longer game and the ability to fight together with a friend, check out the equally classic *Double Dragon II: The Revenge*.



TEENAGE MUTANT NINJA TURTLES

The Teenage Mutant Ninja Turtles Arcade Machine

Vs.

Teenage Mutant Ninja Turtles II The Arcade Game

Enough green already, sheesh! I don't know about you, but when I see or hear those words...Teenage Mutant Ninja Turtles, Teenage Mutant Ninja Turtles...I can't help but sing the whole song whether it's in my head or out loud! In fact, I've sang it so much that my three-year-old daughter can sing the whole song!

Ah memories, nostalgia, uh, the 80s? Yes, well back in 1984, a couple of men by the name of Kevin B. Eastman and Peter A. Laird debuted their comic book called "Eastman and Laird's Teenage Mutant Ninja Turtles" at a comic book convention in Portsmouth, New Hampshire. They brought the sleeper hit in a limited run of 3,000, on oversized newspaper print and with black and white art. The limited run made this comic an instant collector's item which not only made the original comic worth upwards of fifty times more than the cover price almost instantly, but also got the Turtles' name out and created a demand for more issues.

Many more Turtles' comics were made and they moved to different publishers a couple of times, but what really got them popular was their own television cartoon show called, "The Teenage Mutant Ninja Turtles." It debuted on December 14, 1987 in a five-part mini-series format, but due to its success became a syndicated Saturday morning cartoon on October 13, 1988. The television show became so popular that they made action figures, video games, and even a trilogy of movies! Unfortunately, after many changes to the cartoon, it got canceled and aired its last episode on November 2, 1996.

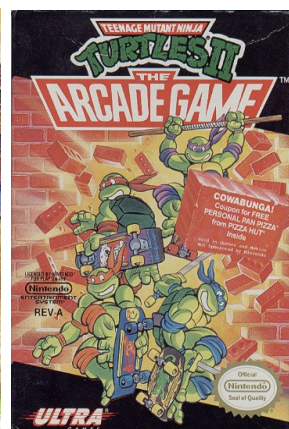
The Turtles cartoon was attempted to be brought back in 1997 but failed. The good news is that it was attempted a second time in 2003 and actually stuck. It stuck so much so that it's still running today and you can actually check out the episodes on Fox every Saturday morning. I know I have my TiVo set.

Ok, enough with the abridged history lesson, let's get on with why you are reading this article, for the comparison between the Teenage Mutant Ninja Turtles Arcade Machine and the NES port called Teenage Mutant Ninja Turtles II The Arcade Game.

Teenage Mutant Ninja Turtles Teenage Mutant Ninja Turtles Teenage Mutant Ninja Turtles Heroes in a half-shell TURTLE POWER!



1989 Standup Arcade Poster Art



1990 NES Box Cover Art

To start, the actual arcade machine was produced in mass by Konami in 1989. The game is a side-scrolling beat'em up where you can play as one of the four Turtles - Leonardo, Michelangelo, Donatello, or Raphael. Leonardo seems to be pretty well-rounded, Michelangelo and Raphael have short but very fast attacks, and Donatello is the slowest but with the longest range of attack.

The arcade game was originally released as a four-person arcade machine so you and three of your friends could play as the Turtles and save April! There are eight levels in the game including the streets/April's loft where you fight Rocksteady, streets (again) where you fight Beebop, a sewer where you fight Dr. Baxter in his flying machine, a parking lot where you fight both Rocksteady and Beebop, a secret factory where you fight General Traag (sometimes spelled Tragg), and finally the Technodome where you fight Granitor, Krang, and the meanest sob that ever lived (at least in the TMNT world), Shredder!

The game takes about twenty to thirty minutes to beat depending how good you are and can cost anywhere from a dollar to upwards of twenty or more depending on your skill level. I can beat the game with less than five dollars and it takes me around twenty minutes (although I've never actually timed it) by myself and significantly less if someone is helping me. It takes many played games and a few hundred dollars in the machine after years of play to get to a skill level like that! That's why I bought it. Yes, I own a two-player version of the standup arcade machine. I figured why spend tons of money and have to drive literally over an hour to get to the machine when I can just pick one up

(Continued on page 27)

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myself?

Anyway, you can also download the arcade version of the game on Xbox Live Arcade. It costs five dollars and if you are a major fan like me, the five dollars will be gone faster than a German chocolate cake at a Weight Watchers convention. If you do happen to pick up the game on XBLA, then I would recommend picking up a Hori Arcade Controller, which is basically an arcade deck that you can put on your lap. It's more on the expensive side, but well worth it for any of those side-scrolling beat'em up's or fighting games you get for your Xbox 360.

So why did they make an NES version of the game? The answer is very simple, money! Thankfully, they didn't just "dumb down" the graphics and port it one-to-one and be done with it. They actually put some decent time and effort into the game.

To start, they extended all of the levels by 25+% and added two brand new levels! The two new levels are long and have new bosses at the end of them. This gives the game eight levels and ten bosses compared to the six levels and seven bosses in the arcade version.

One of the new levels is a frozen city after the sewer stage and at the end you get to fight Tora, an alien bounty hunter hired by Shredder to take out the Turtles. He uses his fists and enormous pieces of hail to (attempt to) pound you into oblivion. He's never known defeat in his 2000

years of being...until he messed with me. I guess he should have taken a second look at Shredder's contract, better luck next time. This level also adds some new enemies like killer snowmen that shoot their carrot



A screenshot from the NES port showing Shredder holding April captive again, but this time he's with the fly form of Dr. Baxter who replaces the fight with Beebop and Rocksteady at the end of the parking lot level.

noses at you. Carrots? Yeah, carrots, rocket carrots! Those snowmen do turn into robots after you beat the crap out of them, but they're really not that hard. With enough practice, neither game is that hard really.

The second of the new levels, which is a temple, comes after the secret factory level. At the end of this level you get to fight Shogun, who's just another hired gun by Shredder to stop those waskaly wabbits...I mean Turtles. Shogun tries to put up a good fight, but in the end I'll always win like when I compete against people with one leg in a limbo competition. The frozen city level may have introduced new enemies like killer snowmen, but the temple level introduces paper tigers! They unleash a devastating paper cut in hopes that you'll bleed to death, muahahaha! Seriously though, those tigers are annoying.

Of course, the graphics have been degraded, but with the hardware running in the NES, the graphics are about as good as they could be. The degraded graphics do not mess with the controls though. The controls are very tight and spot-on compared to the stand-up arcade version. I would recommend getting an NES Advantage controller if you plan on putting any time into this game. You can pick one up for around ten dollars and it's worth every penny.

So am I really just a hardcore fanboy and there is nothing wrong with either version of those game? Well... yes, I'm pretty much a fanboy of this game, but I do have one complaint and it's on the NES side of things. You see, Nintendo released a product called, "The Nintendo Four Score." You plugged it into your NES and it gave you the ability to plug in four controllers. You would think that something like that would be com-



A screenshot from the Original 1989 Standup Arcade machine showing Shredder holding April captive along with Beebop and Rocksteady who you actually have to fight together at the end of the parking lot level.

(Continued on page 28)

Classic Game Reviews

(Continued from page 27)

patible with The Teenage Mutant Ninja Turtles II The Arcade Game, but you would be sorely mistaken. Many people didn't even know that the Four Score even existed, so it was never any big travesty, but it really angers me like a dog with a cone on his head trying to lick his, uh, never mind. People did try to argue that the game did support it, in fact, there is even a mistake on the Four Score Wikipedia page that claims that The Teenage Mutant Ninja Turtles II The Arcade Game is supported by the Four Score. Wrong. Oh well, everyone gets their facts wrong sometimes, right?

One more little thing I didn't touch on yet...the in-game advertisement. Some people hate in-game advertisement, some don't mind, myself, well, I think in this case it's very appropriate! Now, I know what pizza the Turtles have been ordering all these years, Pizza Hut! There are a number of Pizza Hut advertisements in the game and you actually got a coupon for a free pizza in the instruction manual! I never used mine because I

was extremely careful with my stuff and I didn't want a big hole in my manual. Looking back I'm glad I kept it intact! Some people think that games with advertisements should be reduced in price, but for me it makes the game seem more "real."

All in all, this was my favorite game from my childhood and I will continue to play both versions of the game multiple times a year until my fingers fall off or I'm laying in a casket! If I had to give this game a score between one and ten, I'd give it, well, if you actually read this article, I'm sure you'd have to know by now that I'd give it a ten without even a second thought.

- Steve Govedich



These top two screenshots are from the first boss, Rocksteady, that you face on the first level of the game. The left screenshot is from the stand-up arcade machine and the one on the right is from the NES version. You can tell the graphical difference and of course the fact that the arcade version supports all four Turtles at once.



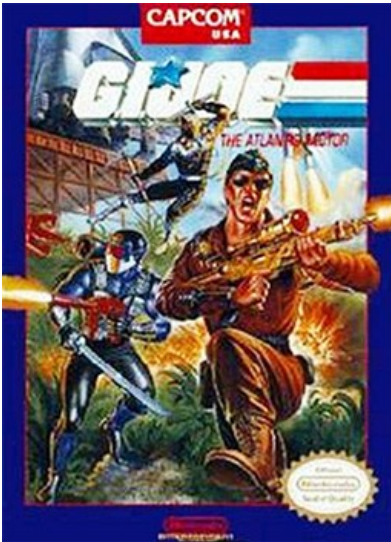
These bottom two screenshots are from the boss fight at the end of the parking lot level. The left screenshot is from the stand-up arcade machine where you fight both Beebo and Rocksteady and the one on the right is from the NES version where you fight the fly form of Baxter Stockman. I always thought it was pretty cool that they took the time change the boss battle and create a new boss instead of just recycling the old bosses, thumbs up to the Nintendo team!



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Snake-Eyes), the characters were in their newer costumes which many people did not associate them with. Also making some appearances are helper characters like Spirit, Gung-Ho, and Big Bear.

The main plot of the game is that Cobra Commander has gained the power of Atlanteans and is going to use those powers to take over the world. He brings along some of the favorite baddies from both the earlier and later G.I. Joe series to help him. But in the end, it's a one-on-one battle with Cobra Commander himself.

You start the game with Hawk and continue with him until you discover another character. Once you discover a new character, you can then pick which one you want to use for the stage you are facing. And believe me, it is much easier to beat some stages with characters whose abilities suit the stage. Another cool thing about this game is that instead of having one route, players can go through multiple routes to beat the game. So if you get good with a character (once you unlock them), you can go to stages that



are best suited for the character.

While this game has a lot of great points, there are also some things that are lacking. One of my favorite parts of the Taxan game was the ability to use various vehicles. This was taken out as now you face more trooper characters and it becomes a shoot'em up. Graphics are also behind as compared to the Taxan game. Despite the bad points, this is a great game to get if you love the 80's G.I. Joe cartoons.

Stars Rating:



- Kevin H

If you're a classic action game and 80's toy fan like me, then G.I. Joe the Atlantis Factor is the game for you. The only real thing you need to know about this game is that you get to shoot cobra baddies. And remember...knowing is half the battle.

G.I. Joe the Atlantis Factor (by Capcom) is a sequel to G.I. Joe (by Taxan) and was released toward the last few seasons of the G.I. Joe Real American Hero cartoon series. While it featured many of the fan favorites as main characters (General Hawk, Wet-Suit, Storm Shadow, Roadblock, Duke, and

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It is a great rarity to see a business simulation game in the US market, let alone one that succeeds well enough to garner a sequel. Coming from a company like Koei, who tend to churn out game after game in their Three Kingdoms and Dynasty Warriors series, a solid business sim is especially surprising. Following on the tail of Sim City's enormous success on consoles, 1993's Aerobiz could not be said to have taken America by storm. Those that played it, though, were introduced to a deep system and an extremely satisfying experience.

As the new CEO of a burgeoning airline, the eventual goal is to meet or exceed a certain number of routes and passengers by retirement. Profit, margin, personnel expenses, and financial reports all come into play, and while these are the kinds of things most gamers try not to think about once they leave the workplace, in Aerobiz, the pursuit of excellence in business is a rich and exciting task.

After choosing a starting city, a few routes will be instantly available, usually linking to a small nearby airport and wielding low or negative profits. The only way to edge closer to eventual victory is the establishment and management of high profit routes from one major market city to another. After spending a few turns negotiating and securing spots in larger, higher traveled cities, the money starts rolling in. Making money isn't really a challenge in the game; there's no question that a route from L.A. to Tokyo is going to be profitable. The challenge comes in properly managing that route.

Plane selection is one of the biggest

influences in whether a route will succeed or not. Weighing the balance between fuel economy, passenger flow, and traveling distance can be a hard decision. For example, a flight across the Pacific takes a plane that can travel the distance with as many passengers as possible. While a smaller craft like a DC10 can get the job done with maximum fuel efficiency, the huge number of passengers able to travel on a 747 can maximize the cash-flow coming in.

These basic management tactics work perfectly well until a competitor steps in and offers the same flight for a lower price. The big decisions come here: whether to outspend the rival airline with advertising and offering more routes, or to drop the price and undercut the competition. Each could lead to success, but finding the optimal solution is the key.

Aerobiz allows the player to select between two different scenarios, 1963 to 1995, and 1983 to 2015, allowing real history to account for some of the in game events. War in the Middle East is fairly constant in the modern scenario, and both scenarios feature summer and winter Olympics, though the cities are randomized. Most occurrences only affect gas prices or briefly increase tourism to the countries featured, but the fall of the USSR opens up a whole new array of Eastern Bloc planes for purchase. That's assuming of course that the masochistic desire to play as the Russians didn't take over during city selection. Players based in Moscow completely miss out on any decent long range planes until the fall of the Wall, when they finally have access to Boeing.

The game truly reaches its apex when played multiplayer. Up to four players are able to compete in fierce economic battle, price gouging, forging, and breaking alliances, and generally engaging their Machiavellian instincts to the fullest potential. Each turn only takes a minute once play gets seriously underway, but it can be nice to have a secondary activity for those waiting. For example, a game of Risk or even chess running concurrent to a game of Aerobiz can make for a stimulating, though often confusing evening.

While simple to understand, Aerobiz provides a deep playing experience for those willing to delve into it. Players are able to make the game as simple or as complicated as they want, with five difficulty settings and a wide variety of starting areas, each with their upsides and downsides. Starting in Tehran, Iran for instance, or Moscow, Russia can really make the game hard on for even the

most experienced player.

Of course, Koei's venture into the world of aeronautic economics isn't without its flaws. The game suffers, as many do, by making the assumption that all gamers read at a third grade level. Text moves by incredibly slowly, even when bumped up to its fastest speed. Opening routes, purchasing new planes, and at times even menu navigation, becomes a chore due to the snail-like pace at which the text crawls across the screen.

The music, while not immediately jarring, can quickly get on the nerves of even the most stalwart players. While different music for each region of the globe is nice for playing with friends, in a single player game, it's a detriment. The music is determined by the starting city selected, and never changes. Hearing the same minute and a half of music repeated for the entire length of the game can easily grate on the nerves. A simple evolutionary musical background, as featured in Sim City, would have made a huge difference.

Aerobiz may not seem like the most enthralling game at first glance, but the depth and originality found within the game makes it truly worth seeking out.

Pros: Deep Gameplay, Fun Multiplayer, Unique Experience

Cons: Repetitive Music, Slow Text, Long Turns in Multiplayer

Stars Rating:



Tip: Looking for a quick edge over the competition? On your first turn, buy as much stock as you can in a charter airline, while still allowing enough money to set up routes and buy a few jets. Wait a year, then sell it all. While a \$4 difference in stock price may not seem like much, remember, you're buying a minimum of ten thousand at a time!

- Dick Ward



September 7, 1983 COLECO'S NEW MEMORY DEVICE

Coleco Industries formally presented today the final version of its long-awaited home computer system and said it would sell for a somewhat higher price than analysts had been estimating.

Officials of Coleco, best-known for its video games, had shown an earlier version of the home computer, called the Adam, but without one major element - its device for memory storage. That came out today. Coleco said it had developed a high-speed tape drive - similar to a tape recorder - that will shuffle information between the memory and the screen of a computer terminal as fast and efficiently as the more complex, commonly used floppy-disk drive.

A floppy disk stores memory on a record-like device.

Coleco, at a news conference, also said it halted one month ago its United States production of Colecovision, the company's popular home video game, to make room for production of the Adam, which is Coleco's first computer.

But the company said it planned to resume production of Colecovision early next year.

The production halt for Colecovision surprised analysts. For the last six months, it has outsold other home video games. Coleco has been the only major video game manufacturer to avoid losses as demand has fallen sharply for the games. About 500,000 of the \$150 video games were sold last year.

Morton E. Handel, Coleco's executive vice president for investor relations, said sales of Colecovision remain strong. But he said production of the game had to be halted so the company could focus its manufacturing efforts on Adam. Because of Coleco's

limited production capacity, Mr. Handel said, the company is using the same production lines for Adam that it has been using for Colecovision.

"This was a plan we had set up in the second quarter to accelerate production of Colecovision and stockpile the machine to accommodate our needs in the third quarter for Adam," Mr. Handel said. "We simply didn't have any other space."

Coleco is not the first computer maker to incorporate a tape drive in its machine. Other manufacturers have used tape systems for the storage and retrieval of information, but most of those systems have been slow and awkward to work with.

That is because information stored on a tape must be loaded in sequence rather than at random, the way a disk

date for Adam, although analysts said the machine should be available about Oct. 1.

The Adam is one of a number of "second generation," or relatively sophisticated, computer systems designed for the home market. This fall the International Business Machines Corporation is expected to announce the Peanut, a scaled-down home version of its popular personal computer. With a disk drive and printer, however, the Peanut could cost upwards of \$1,500.

Close Look at the Computer

Coleco is also competing against the Commodore 64, currently the most popular computer in the under-\$1,000 market. A Commodore system similar to the Adam costs about \$800 at New York computer dealers.

At today's news conference, held at Coleco's headquarters here, reporters and Wall Street analysts were able to see Adam closely for the first time and to handle it. Although the Adam was introduced to the public at a Chicago electronics show in June, most show visi-



You may first notice "garbage" (left) just scroll down to see the graphics (right)

operates. Coleco claimed today that its tape device overcomes the problem and operates as fast as a disk, but company officials released few details.

The Adam, which has not yet been released for sale, will be priced by retailers between \$600 and \$700, Coleco officials said. That is somewhat higher than the \$600 price tag that analysts had originally estimated when the Adam was announced in June.

Arnold C. Greenberg, president and chief executive officer of Coleco, said the company had received firm orders for 400,000 machines. Coleco officials declined to specify a precise release

tors were not allowed to touch it. However, the machine made an immediate splash at the show and on Wall Street because it was billed as a complete home word- processing system, including a letter- quality printer, for less than \$600.

But almost as soon as Adam was introduced in June, analysts began expressing concern that the machine's external tape-drive memory, used to store programs and other information, might be a liability because it was slower and less efficient than the floppy-disk drives used on many other home computers. The new tape drive announced today was intended to dispel that concern.

(Continued on page 32)

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Additional Microprocessors

Coleco officials said its engineers had redesigned Adam, increasing from four to six the number of electronic "brains" known as microprocessors inside each machine. Coleco said the change would quicken Adam's ability to search for and retrieve data from memory and would also improve Adam's ability to do "multi-tasking" - many computer assignments at the same time.

"The access time is now comparable to that of lower-priced disk drives," Mr. Greenberg said. He added that Coleco had redesigned Adam's printer to make it "noticeably quieter" than the printer that was displayed at the Chicago show. And he said Adam's word-processing program had also been reworked to make it faster and more powerful than the Chicago version.

Coleco said the new computer would have about 80,000 bytes of internal memory and that it would use the Zilog Z-80 microprocessor, a popular microprocessor made by a subsidiary of the Exxon Corporation. The machine will not operate with any computer programs now on the market, but Coleco said it would soon issue a wide range of software.

Conjecture on Retail Price

Although Coleco had not set a suggested retail price for Adam - a complete computer system consisting of keyboard, memory, printer and programs - most analysts had estimated, before today, that the machine would sell for \$600 at retail. They arrived at this figure by adding roughly 15 percent, a standard markup for products of this type, to Adam's wholesale price of \$525.

Coleco, however, said it has no con-

trol over the price charged by retailers. Mr. Greenberg, the top executive, said today that he had heard reports of some retailers planning to charge as much as \$700 for the machine. Asked if this higher price might deter middle-class buyers, Mr. Greenberg said: "It's not too much for the mass of Americans. Anything under \$1,000 that is a complete computer system like Adam is an easy value."

Mr. Greenberg repeated his company's claim that Coleco would be able to sell 500,000 machines by Christmas - either Adam itself or a smaller system, retailing for about \$450, that will enable owners of Colecovision to convert their game machines to Adam. He said the 400,000 Adam machines already ordered cannot be returned to Coleco, regardless of how they fare on retailers' shelves.

Stores Not Yet Identified

Although Mr. Greenberg declined to release the names of stores that will sell Adam, analysts believe they are the same stores that sell Colecovi-



The Coleco Adam Home Computer

sion. These include such mass merchandisers as Sears, Roebuck & Company, the J. C. Penney Company and the Zayre Corporation.

Whether Coleco will be able to produce 500,000 machines by Christmas remains unclear, analysts said. Partly as a result of fears that the company might not be able to meet its production target, Coleco stock has skidded

History of Coleco

- **1932:** - Coleco (CONneticut LEather CCompany) Industries is founded as a leather products company.
- **1960:** - Coleco is the world's largest manufacturer of above-ground swimming pools.
- **1976:** - Coleco released the Telstar Arcade.
- **1982: June** - Coleco announces the ColecoVision video game system.
- **1983: June** - Coleco announces the Coleco Adam, at the Summer CES.
- **1983: October** - Coleco begins shipping the Adam. System problems caused them to stop shipping until 1984.
- **1985: January** - Coleco sells off its Adam inventory and leaves the computer business.
- **1988:** - Coleco files for bankruptcy.
- **1989:** - Coleco is bought-out by Hasbro.

from a 1983 high of more than 60, when Adam was introduced. The shares, traded on the New York Stock Exchange, closed today at 43 1/2, up 2 for the day. Some analysts at today's news conference continued to express concern about production delays as well as the long-term outlook for Adam.

"The basic design and production concepts are fabulous, but if they can't

begin production by Oct. 1 or 15, it will be bad news for Coleco," said Douglas A. Cayne, a vice president of the Gartner Group Inc., a Stamford, Conn., market research concern. "To produce 400,000 machines is a really ambitious target. It is the type of thing that if one or two things go wrong the whole thing is off and Coleco has lost the ball game."

-Dustin Gulley

In the beginning, God created Nintendo, and it was good; shortly after she created man, and quickly realized she should have stuck with Nintendo. Then around 20 years went by and man asked himself, "Hey, if God can do it, why can I?" And thus, the ROM hacker was born.

ROM hacking is a fun, and possibly illegal way to breathe life back into those stale ROMs idly sitting on your hard drive twiddling their thumbs in boredom. In fact, you can take the worst game ever created; I'm talking about Dr. Jekyll and Mr. Hyde of course, and turn it into an enjoyable afternoon. The majority of ROM hacking is done by editing graphics using a tile editor, and editing code using a hex editor. Since this article is meant for beginners, I'm going to discuss how to edit the graphics in a ROM. Editing graphics is pretty simple, and provides quicker results, then learning how to edit hex. However, if you really want to alter a ROM, you will need to learn how to edit the hexadecimal code.

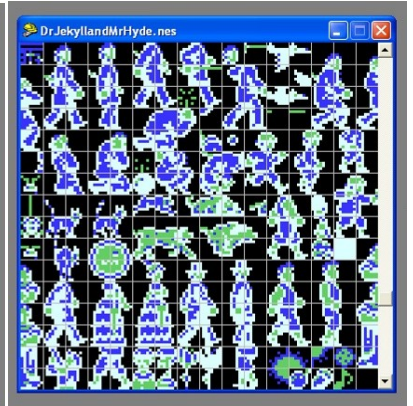
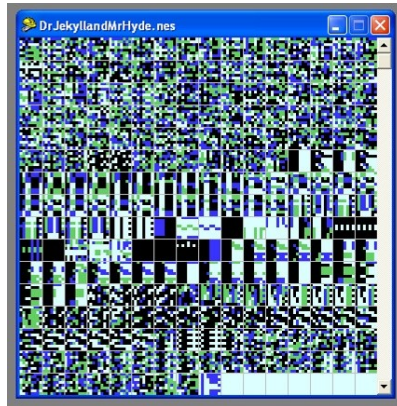
To get started, you'll need a tile editor. There are several free tile editors available that will work just fine; I will be using Tile Layer Pro for this article. Many people have different tile editors they prefer to use, and I really don't care which one you choose...as long as it's Tile Layer Pro. You can download Tile Layer Pro by visiting www.romhacking.net/utis/108/, and clicking the Download File Now link.

The next thing you'll need is a ROM. In this article, we will be using NES ROMs, though Tile Layer Pro is capable of editing ROMs for most of the 8 and 16 bit systems. In all likelihood, you already have a nice library of ROMs sitting on your hard drive; if not, I can't legally tell you where to get them, but if you Google it, I'm sure you'll figure it out.

Last, you will need an emulator. I use Nestopia for my NES ROMs and it works fine. Much like the tile editor, there are several free emulators available. If you don't have an emulator, Google Nestopia, then download and install it.

Before editing any of your ROMs, you should make a copy of them. It's a good idea to have one folder for unaltered ROMs and another for altered ROMs. This will allow you to have a copy of the original ROM when, I mean if, you mess something up.

First open the tile editor, then go to File/Open, and select the ROM you would like to edit. You will notice that four boxes appear. The first box, located on the left-hand side of the screen, holds the graphics which are stored in the game. In all likelihood, the box you are looking at is filled with garbage, very similar to the white noise seen on a television. You are seeing this white noise because the tile editor is creating an image based on the data stored in the ROM. Simply use the arrow on the right side of the box to scroll down, and you should eventually reach images you recognize.



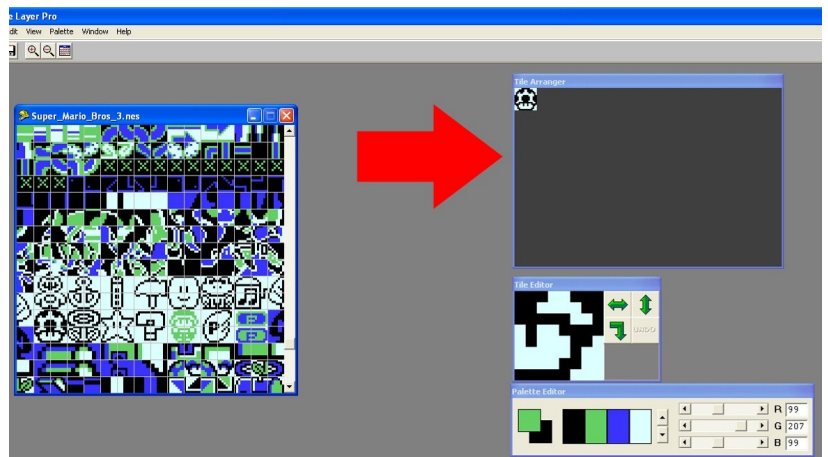
You may first notice "garbage" (left) just scroll down to see the graphics (right)

You will notice that the graphics are stored in small squares called tiles.

These tiles are usually made of 64 pixels, and contain four colors, one corresponding to transparency. You will also notice that the graphics may be stored irregularly. For instance, a character's head may be stored in one space, the arms and legs in another, and the body in yet another. This brings us comfortably to the tile arranger box.

The tile arranger box lets you drag tiles to it, and recreate the image to make it easier to see. Try it out, just left click on a tile and drag it to the tile arranger box. You may select a tile for editing by left clicking either a tile in the box containing the graphics, or by left clicking a tile in the tile arranger box.

When a tile is clicked to edit, it will appear in the tile editor box. The palette editor box will contain the colors you can use to edit the tile. It doesn't matter what colors are shown in the palette editor box, the actual colors that you would see when playing the unaltered game are the colors that are available to edit the tile with. The colors you see in the palette box are to make it easier for you to see, and do not correspond to the actual colors you will see when playing the game.



Drag the graphic from the left side to the tile arranger on the right

(Continued on page 34)

Rom Graphic Hacking

(Continued from page 33)

To edit the image, simply put your cursor over the image in the tile editor and left click. This will change one pixel to the primary color selected in the palette editor box. If you would like to use a different color, just left click the color in the palette editor box that you would like to use. To make a part of the tile transparent, simply right click the image, the secondary color is automatically set to the color used for transparency. You will notice that you can edit only one tile at a time. In order to change the tile, you are editing, just left click a different tile. Go ahead and try it out. Take a look at the picture in

which I changed the Super Mario Bros. 3 start-up screen to say Super Wario Bros. 3. When you are finished go to File/Save, to save your altered ROM. Then play the ROM in your emulator to view the results!

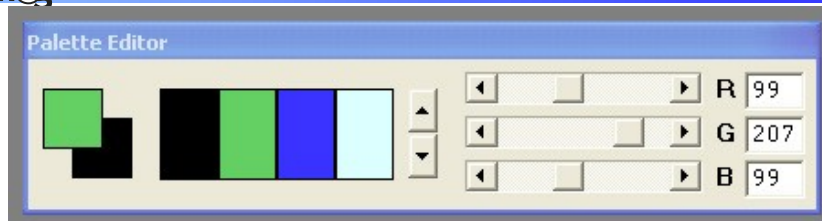
Tile Layer Pro will also allow you to import and export bitmap images. To export a bitmap image, right click an area in the graphics box and drag the cursor to select the tiles you would like to export. When you are finished, select Edit/Export Bitmap, and you will be prompted to save your selected tiles as a bitmap image. To import, go to Edit/Import Bitmap and select the bitmap image you would like to import. The image you have chosen to import will then appear inside the graphics box, drag the image to the tiles you would like it to replace, and then click elsewhere in the graphics box. The imported bitmap will then replace the tiles it is above. This is a handy feature that will allow you to take images from one game, and import them to another!

I will warn you, if you try to do something silly, like import a bitmap image of your head to replace Megaman's head, it will show up as white noise. The imported image must be stored in the correct bits per pixel (Bpp), which is 2Bpp for NES games. Also, it cannot contain more than four colors. Don't believe me? Go ahead and try it!

Finally, no tutorial on graphical ROM hacking would be complete without this final note. Remember all the white noise I was talking about at the beginning of the article? That white noise can provide a bit of entertainment for the bored at heart. While you're in the tile editor, try rearranging some of the white noise. Since that noise is really game data, messing with it can have interesting, fun, and completely random results. Be sure you have a back-up of your original game, and your graphical hack if necessary, as messing with the data can render the game unplayable. Messing with the game data is called corrupting the game, and there are a lot of videos on YouTube devoted to this popular pastime.

There you have it; you are now officially a ROM hacker! Okay, maybe it's a little soon to call you a hacker, as you haven't learned to edit hex yet, but at least you know something. If you would like to go ahead and get your hands dirty by editing hex, I would suggest visiting <http://www.romhacks.net>, they have several great tutorials for beginners that will teach you more advanced ROM hacking techniques, and they even have a graphic editing tutorial in case you need a recap.

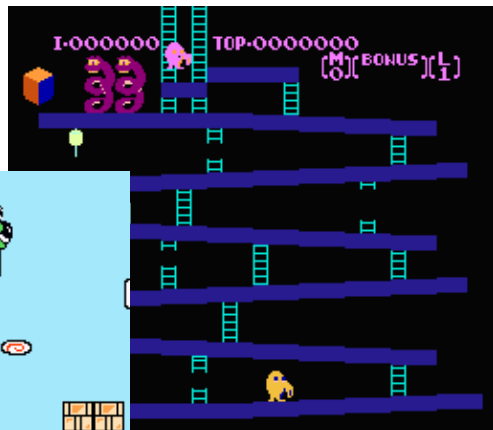
Enjoy!



Tiny Toon, I mean, Super Mario Adventures



Mega Man (NES) in the Mushroom Kingdom



Q-Bert themed version of Donkey Kong for NES

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Welcome to Video Game Trader's Price Guide. We have created a price guide that accurately reflects what you should expect to pay for an item on the open market. We try to list every game for every system that we cover. If we missed anything, or you disagree with a price, please let us know.

What's new this month?

A few changes have occurred this month.

- 1) We have added **Atari 5200** to the price guide!
- 2) We have added **Atari Computer** to the price guide!
- 3) We have added **Atari Jaguar & Jaguar CD** to the price guide!

How to read the guide.

If we have updated or changed a price you will see a '+' or '-' symbol next to the price letting you know if the price has increased or decreased since the last issue. If you notice a "[HB]" designation next to a game, that means that this title is a HomeBrew game. We may list prices for complete games (CIB) - Games with original case, manual and any maps, or game only (cart) - cartridge or cd only, or both may appear in the listing.

Where do we get our prices?

Sorry... It's a secret. Seriously, we get our prices from multiple sources. The prices are an average of what you can expect to pay for a game on the open market. If you go to your local game shop to purchase a game, you might pay a little more, but if you bid on the item on eBay, you might pay a little less.

For cartridge/cd items, the price assumes that the games are clean (no rental stickers or markings). For complete games, it is assumed that all contents are clean and free of markings.

One last comment. Remember that we are human. If you see Combat for the 2600, or Super Mario / Duck Hunt for the NES listed at \$400, please let us know. It's probably just a mistake.



Title	Cart only
* Atari 2600 4-Switch	45
* Atari 2600 6-Switch	50
* Atari 2600 Junior	35
* Remote Control Joysticks	35
25 Minigame Multicart [HB]	25
3D Tic-Tac-Toe	3
3D Tic-Tac-Toe [Sears]	4
A Game of Concentration	6
Adventure	3
Adventure [Sears]	6
Adventures of Tron	4
Air Raiders	5
Airlock	7
Air-Sea Battle	2
Alfred Challenge [HB]	25
Alien	8
Allia Quest [HB]	25
Alligator People [Reproduction]	25
Amidar	4
Arcade Golf [Sears]	5
Arcade Pinball	3
Armor Ambush	3
Artillery Duel	30
Artillery Duel / Spike's Peak	8
Assault	250
Astar [HB]	20
Asteroids	1
Asteroids [Sears]	3
Astroblast	2
Atari Video Cube	25
Atlantis	4
Atlantis [Blue Label]	
Atlantis II	1,200 #
A-VCS-tec Challenge [HB]	25
Bachelor Party	75
Bachelorette Party/Burning Desire	60
Backfire [HB]	2
Backgammon	3
Backgammon [Sears]	4
Bank Heist	15
Barnstorming	3
Baseball [Sears]	4
Basic Math	7
BASIC Programming	6
Basketball	1
Basketball [Sears]	3
Battlezone	3
Beamrider	13
Beany Bopper	4
Beat 'Em & Eat 'em	80
Bee-Ball [HB]	2
Berenstain Bears	50
Bermuda Triangle	6
Berzerk	2
Berzerk [Sears]	3
Blackjack	3
Blackjack [Sears]	5
Blip Football [HB]	25
Blueprint	6
BMX Air Master [Atari]	400
BMX Air Master [TNT]	10
Boing! [HB]	45
Bowling	2
Bowling [Sears]	4
Boxing	3
Boxing [Blue Label]	5
Brain Games	4
Brain Games [Sears]	5
Breakaway IV	4
Breakout	2
Bridge	6 +
Buck Rogers: Planet of Zoom	7
Bugs	5
Bump 'n' Jump	7 +
Bump 'n' Jump [Telegames]	12
Bumper Bash	81
BurgerTime	8 +
Cakewalk	200
California Games	5
Cannon Man [Sears]	15
Canyon Bomber	2
Canyon Bomber [Sears]	4
Capture [Sears]	5
Carnival	2
Casino	2
Cat Trax [Reproduction]	35
Centipede	3
Championship Soccer	3
Chase [Sears]	4
Chase the Chuckwagon	33
Checkers [Activision]	4
Checkers [Sears]	4
China Syndrome	1
Chopper Command	2
Chopper Command [Blue Label]	3
Chuck Norris / Artillery Duel	15

Title	Cart Only
Chuck Norris Superkicks	20
Circus [Sears]	2
Circus Atari	3
Climber 5 [HB]	2
Coconuts	6 +
Codebreaker	4
Codebreaker [Sears]	5
Colony 7 [HB]	25
Color Bar Generator	150
Combat	1
Commando	8
Commando Raid	4
Communist Mutants From Space [Super Charger]	15
Condor Attack	175
Congo Bongo	5
Conquest of Mars [HB]	25
Cosmic Ark	2
Cosmic Commuter	20
Cosmic Corridor	24
Cosmic Creeps	7
Cosmic Swarm	15
Crackpots	6 +
Crash Dive	18 -
Crazy Balloon [HB]	25
Crazy Climber	65
Crazy Valet [HB]	2
Cross Force	3
Crossbow	6 +
Cruise Missile	15
Crypts of Chaos	10
Crystal Castles	4
Custer's Revenge	90
Dare Diver [Sears]	9
Dark Cavern	3
Dark Chambers	7 -
Dark Mage [HB]	13
Deadly Duck	4
Death Trap	40
Decathlon	4
Defender	1
Defender [Sears]	3
Defender II	12
Demolition Herby	19
Demon Attack	3
Demon Attack [Blue Label]	2
Demons to Diamonds	2
Demons to Diamonds [Sears]	3 -
Desert Falcon	4
Dice Puzzle	30
Dig Dug	4
Dishaster	15
Dodge 'Em	3
Dodger Cars [Sears]	4
Dolphin	4
Donkey Kong [Atari]	3 +
Donkey Kong [Coleco]	4
Donkey Kong Junior [Atari]	4
Donkey Kong Junior [Coleco]	5 +
Double Dragon	1
Double Dunk	10
Dragonfire	3
Dragonstomper [Super Charger]	15
Dragster	4
E.T. Book Cart [HB]	30 +
E.T. The Extra-Terrestrial	1
Earth Dies Screaming, The	15
Eggomania	8
Elevators Amiss [HB]	2
Eli's Ladder	1,400
Encaved [HB]	2
Encounter at L-5	4
Enduro	4
Enduro [Blue Label]	4
Entombed	5
Escape From the Mindmaster [Super Charger]	15
Espial	30
Euchre [HB]	2
Exocet	25
Fall Down [HB]	25
Fantastic Voyage	8
Fast Eddie	6
Fast Food	5
Fathom	7
Final Approach	10
Fire Fighter	3
Fire Fly	4
Fireball [Super Charger]	15
Fishing Derby	3
Flag Capture	2
FlapPig [HB]	2
Flash Gordon	11
Football	2
Football [Sears]	3
Four-Play [HB]	25
Frankenstein's Monster	8
Freeway	3
Freeway [Blue Label]	3
Frogger	3
Frogger II: Threedeep!	12
Frogger, The Official[Super Charger]	40
Frogs and Flies	3
Front Line	9
Frostbite	4
Fun With Numbers	4

Title	Cart Only
Funky Fish [Reproduction]	35
G.I. Joe: Cobra Strike	7
Galaxian	2
Garstner Alley	6
Gas Hog	35
Gauntlet	2,000 +
Ghost Manor	25
Ghost Manor / Chuck Norris Superkicks	45
Ghost Manor/Spike's Peak	10 +
Ghostbusters	6
Ghostbusters [Blue Label]	8
Gingerbread Man [HB]	25
Glib	125
Go Fish! [HB]	25
Golf	2
Golf [Sears]	3
Gopher	5
Gorf	5 +
Grand Prix	3
Grand Prix [Blue Label]	3
Gravitar	5
Great Escape	250
Gremkins	17
Guardian	65
Gunfight [HB]	2
Gunslinger [Sears]	3
Gyruss	10
H.E.R.O.	9
Halloween	31
Hangman	4
Harbor Escape	30
Haunted House	3
Haunted House [Sears]	4
Home Run	1
Human Cannonball	3
Hunchy 2 [HB]	2
Hunt & Score	3 -
I Want My Mommy	18
Ice Hockey	3 +
Ice Hockey [Blue Label]	3
Ikari Warriors	35
Indy 500	3
Infiltrate	4
International Soccer	3
INV+ [HB]	2
James Bond 7	19
Jammed [HB]	18
Jawbreaker	15
Journey Escape	3
Joust	3
Jr. Pac-Man	5
Jungle Fever / Knight on the Town	85
Jungle Hunt	3
Kaboom!	3
Kaboom! [Blue Label]	5
Kangaroo	3
Karate	6
Karate [Ultrasound]	2,500 +
Keystone Kapers	
Keystone Kapers [Blue Label]	4
Killer Satellites [Super Charger]	20
King Kong	14
Kool-Aid Man	8
Krull	5
Kung Fu Superkicks	NSD
Kung-Fu Master	9 +
Labyrinth [Super Charger] [Reproduction]	5
Lady Bug [HB]	25
Laser Blast	2
Laser Gates	13
Laser Volley	5
Lothjaw	300
Lock 'N' Chase	6 -
London Blitz	17
Lost Luggage	3
M*A*S*H	5
M.A.D.	7
MagiCard	850
Malagai	400 +
Mangia	1,700 +
Marauder	24
Marble Craze [HB]	25
Marine Wars	15
Mario Bros.	6
Master Builder	8
Masters of the Universe: The Power of He-Man	2
Math [Sears]	3
Math Gran Prix	6
Math Gran Prix [Sears]	8
Maze [Sears]	4
Maze Craze	3
Maze Mania [Sears]	3
Medieval Mayhem [HB]	25
Mega Force	6 -
MegaMania	4
Melbourne Tatty [HB]	25
Memory Match [Sears]	4
Mental Combat [HB]	18
Merlin's Walls [HB]	25
Midnight Magic	5
Millipede	5
Miner 249er	31
Miner 249er Vol. 2	45
Mines of Mimos	45
Miniature Golf	6 +

Atari 2600 - Atari 5200

Title	Cart Only	Title	Cart Only
Missile Command	1	Rubik's Cube	50
Missile Command [Sears]	3	Scuba Diver	30
Mogul Maniac	7	Sea Battle [Reproduction]	25
Montezuma's Revenge:	20	Sea Hawk	9
Featuring Panama Joe		Sea Hawk [Panda]	30
Moon Patrol	3	Sea Hunt	7
Moonsweeper	5	Sequest	3
Moonsweeper [Blue Label]	7	Seawolf [HB]	2
Motocross Racer	40	Secret Quest	10
Mountain King	7	Sentinel	25
Mouse Trap [Atari]	8	Alpha Beam With Ernie	7
Mouse Trap [Coleco]	5	Sesame Street: Big Bird's	4
Mr. Do!	7	Egg Catch	
Mr. Do!'s Castle	75	Cookie Monster Munch	8 +
Ms. Pac-Man	3	Sesame Street: Oscar's	8
Music Machine, The	250	Trash Race	
Name This Game	6	Shark Attack	7
Nexar, The Challenge of	7	Shootin' Gallery	13
Night Driver	2	Shuttle Orbiter	1
Night Driver [Sears]	3	Sir Lancelot	45
No Escape!	2	Sir Lancelot / Robin Hood	25
Obelix	62 -	Skate Boardin'	7
Ocean City Defender	8	Skeet Shoot	13 +
Off the Wall	11 -	Skeleton+ [HB]	18
Oink!	4 +	Skiing	3
Okie Dokie [HB]	18	Sky Diver	3
Omega Race	4	Sky Jinks	2
Othello	3	Sky Skipper	6
Othello [Sears]	10	Slot Machine	6 +
Out of Control	300	Slot Racers	2
Outer Space [Sears]	5	Slots [Sears]	6
Outlaw	2	Smurf: Rescue in	5 +
Oystron [HB]	2	Gargamel's Castle	
Pac-Man	1	Smurfs Save the Day	40
Pac-Man [Sears]	2	Sneak 'N Peek	5
Party Mix [Super Charger]	40	Snoopy and the Red Baron	6
Pele's Soccer	4	Soccer [Sears]	5
Pengo	20	Solar Fox	4 +
Pepsi Invaders	675 -	Solar Storm	1
Pesco [HB]	25	Solaris	3
Pete Rose Baseball	1	Sorcerer	5
Phantom II / Pirate [HB]	25	Sorcerer's Apprentice	14
Phaser Patrol [Super	4	Space Attack	2
Charger]		Space Battle [HB]	2
Philly Flasher / Cathouse	200	Space Canyon	30
Blues		Space Cavern	3
Phoenix	2	Space Chase	4
Picnic	12	Space Chase	NSD
Piece o' Cake	14	[Monogrammed]	
Pigs in Space	16	Space Combat [Sears]	3
Pitfall II: Lost Caverns	9 +	Space Investigators [HB]	25
Pitfall!	2	Space Invaders	2
Pitfall! [Blue Label]	4	Space Invaders [Red Label]	3
Planet of the Apes	20	Space Invaders [Sears]	2
[Reproduction]		Space Jockey	2
Planet Patrol	3	Space Shuttle [Blue Label]	8
Plague Attack	6	Space Shuttle: A Journey	5
Plaiades [Reproduction]	35	Into Space	
Poker Plus [Sears]	3	Space Treat Deluxe [HB]	2
Poker Squares [HB]	15	Space War	2
Polaris	2	Spacemaster X-7	11
Pole Position	2 -	Speedway II [Sears]	4
Pole Positn*	4 +	Spelling [Sears]	3
Pong Sports [Sears]	3	Spider Fighter	3
Pooyan	13	Spiderdroid	10
Popeye	4	Spider-Man	6
Porky's	7	Spike's Peak	20
Power Off [HB]	25	Spitfire Attack	9
Pressure Cooker	6	Springer	45
Private Eye	12	Sprint Master	8
Q*bert	4	Spy Hunter	14
Q*bert [Atari]	5	Squeeze Box	10
Q*bert's Qubes	75	Squish 'Em [HB]	2
Quadrun	350	Ssnake	3
Quest for Quintana Roo	9	Stampede	3
Quest for Quintano Roo	14	Star Fire [HB]	25
[Telegames]		Star Fox	5 +
Quick Step	4	Star Raiders	2
Rabbit Transit [Super	40	Star Raiders [Sears]	2
Charger]		Star Ship	7 +
Race [Sears]	6 -	Star Strike	10
Racquetball	6 +	Star Trek: Strategic	10 -
Radar Lock	13	Operations Simulator	
Raft Rider	12 -	Star Voyager	3
Raiders of the Lost Ark	2	Star Wars: Death Star Battle	10
Rainbow Invaders [HB]	2	Star Wars: Jedi Arena	10
Ram It	11	Star Wars: The Arcade	20
Rampage	7	Game	
Raster Fahndung [HB]	2	Star Wars: The Empire	5 +
Reactor	4	Strikes Back	
RealSports Baseball	2	Stargate	7 -
RealSports Boxing	3	Stargunner	8
RealSports Football	2	Starmaster	3
RealSports Soccer	3	Steeplechase [Sears]	8
RealSports Tennis	3	Stellar Track [Sears]	5
RealSports Volleyball	3	StickyNotes Cart [HB]	25
Reindeer Rescue [HB]	25	Strategy X	16
Rescue Terra I	90	Strat-O-Gems Deluxe [HB]	25
Revenge of the Beefsteak	7	Strawberry Shortcake:	7
Tomatoes		Musical Match-ups	
Riddle of the Sphinx	3	Street Racer	2
River Patrol	500	Stronghold	175
River Raid	2	Sub Scan	
River Raid [Blue Label]	4	Submarine Commander	8
River Raid II	25 -	[Sears]	
Road Runner	20	Subterranea	30
Robin Hood	6	Suicide Mission [Super	7
Robot Tank	4	Charger]	
Robot Tank [Blue Label]	3	Summer Games	4
Roc 'N Rope	9 +	Super Baseball	7
Room of Doom	28	Super Breakout	2

Title	Cart Only	Title	Cart Only
Super Breakout [Sears]	3	Super Challenge Baseball	2
Super Challenge Baseball	2	Super Challenge Baseball	4
[Telegames]		Super Challenge Football	2
Super Challenge Football	4	Super Challenge Football	4
[Telegames]		Super Cobra	7
Super Football	4	Superman	4
Superman	4	Superman [Sears]	5
Surround	2	Survival Island [Super	80
Survival Island [Super		Charger]	
Charger]		Survival Run	7
SWOOPSI! [HB]	2	SWOOPSI! [HB]	2
Sword of Saros [Super	80	Sword of Saros [Super	80
Charger]		Swordfight [Reproduction]	25
Swordfight [Reproduction]	25	Swordquest: EarthWorld	2
Swordquest: EarthWorld	2	Swordquest: FireWorld	5
Swordquest: FireWorld	5	Swordquest: WaterWorld	59
Synch [HB]	25	Synthcart [HB]	25
Synthcart [HB]	25	Tac-Scan	6
Tac-Scan	6	Tank Brigade	35
Tank Brigade	35	Tank Plus [Sears]	2
Tank Plus [Sears]	2	Tanks But No Tanks	2
Tanks But No Tanks	2	Tap Worm	1
Tap Worm	1	Tapper	9
Tapper	9	Target Fun [Sears]	2
Target Fun [Sears]	2	Tax Force	7
Tax Force	7	Tax Avoiders	7
Tax Avoiders	7	Taz	6
Taz	6	Tennis	3
Tennis	3	Testcart [HB]	2
Testcart [HB]	2	Texas Chainsaw Massacre	75
Texas Chainsaw Massacre	75	This Planet Sucks [HB]	18
This Planet Sucks [HB]	18	Threshold	20
Threshold	20	Thrust Plus: Platinum [HB]	35
Thrust Plus: Platinum [HB]	35	Thunderground	5
Thunderground	5	Time Pilot	16 +
Time Pilot	16 +	Title Match Pro Wrestling	13
Title Match Pro Wrestling	13	Tomarc the Barbarian	40
Tomarc the Barbarian	40	Tomcat: The F-14 Flight	7 +
Tomcat: The F-14 Flight	7 +	Simulator	
Simulator		Tooth Protectors	165
Tooth Protectors	165	Towering Inferno	3
Towering Inferno	3	Toysoph Trouble [HB]	25
Toysoph Trouble [HB]	25	Track & Field	30
Track & Field	30	Trick Shot	3
Trick Shot	3	Tron Deadly Discs	6
Tron Deadly Discs	6	Tunnel Runner	8 -
Tunnel Runner	8 -	Turmoil	2
Turmoil	2	Turmoil [Zellers]	5
Turmoil [Zellers]	5	Tutankham	4
Tutankham	4	Ultra SCSIcide [HB]	25
Ultra SCSIcide [HB]	25	Up'n Down	40
Up'n Down	40	Vanguard	3
Vanguard	3	Vault Assault [HB]	2
Vault Assault [HB]	2	Venture [Atari]	3
Venture [Atari]	3	Venture [Coleco]	2
Venture [Coleco]	2	Venture II [HB]	13
Venture II [HB]	13	Video Checkers	2
Video Checkers	2	Video Chess	3
Video Chess	3	Video Chess [Sears]	5
Video Chess [Sears]	5	Video Jigger	75
Video Jigger	75	Video Life	1,800
Video Life	1,800	Video Olympics	2
Video Olympics	2	Video Pinball	2
Video Pinball	2	Video Reflex	75
Video Reflex	75	Wabbit	5
Wabbit	5	Wall Ball	23
Wall Ball	23	Wall Defender	250
Wall Defender	250	Warlords	2
Warlords	2	Warlords [Sears]	3
Warlords [Sears]	3	Warlock	3
Warlock	3	Warring Worms: The Worm	25
Warring Worms: The Worm	25	(Re)Turns [HB]	
(Re)Turns [HB]		Winter Games	4 +
Winter Games	4 +	Wizard of Wor	4
Wizard of Wor	4	Wolfenstein VCS: The Next	2
Wolfenstein VCS: The Next	2	Mission [HB]	
Mission [HB]		Word Zapper	3
Word Zapper	3	Worm War I	6
Worm War I	6	X3VOLuX [HB]	15
X3VOLuX [HB]	15	Xenophobe	25
Xenophobe	25	X-Man	165
X-Man	165	Yars' Revenge	2
Yars' Revenge	2	Yars' Revenge [Red Label]	2
Yars' Revenge [Red Label]	2	Yars' Revenge [Sears]	3
Yars' Revenge [Sears]	3	Zaxxon	5
Zaxxon	5	Z-Tack	250

ATARI 5200



Title	Cart Only
* Atari 5200 System [2 Port]	38
* Atari 5200 System [4 Port]	40
* Atari 5200 Trackball	25
* Atari VCS Cartridge Adapter	16 +
* Atari 5200 Controller	13 +

Atari 7800 - Atari Lynx

Title	Cart Only
* Atari 5200 Wico Joy w/ Y-Cable	34 +
A.E. [Prototype]	NSD
Adventure II [HB]	NSD
Asteroids [Prototype]	NSD
Astrochase	9 +
Ballblazer	11 +
Beamrider	12 +
Beef Drop [HB]	61 +
Berzerk	6 +
Black Belt [Prototype]	NSD
Blueprint	8 +
Bounty Bob Strikes Back	300 +
Bristles	NSD
Buck Rogers: Planet of Zoom	8 +
Castle Blast	NSD
Castle Crisis	NSD
Centipede	4 +
Choplifter	7 +
Combat II Advanced	NSD
Congo Bongo	6 +
Countermeasure	6 +
Decathlon, The Activision	7 +
Defender	4 +
Dig Dug	4 +
Diagnostic Cartridge	103 +
Dreadnaught Factor, The	12 +
Final Legacy [Prototype]	NSD
Frisky Tom [Prototype]	NSD
Frogger	6 +
Frogger II: Threedeep!	21 +
Galaxian	4 +
Gorf	7 +
Gremlins	18 +
Gyruss	15 +
H.E.R.O.	13 +
Haunted House II 3D	NSD
James Bond 007	13 +
Joust	4 +
Jr. Pac-Man [Prototype]	NSD
Jungle Hunt	4 +
K-Razy Shootout	37 +
Kaboom!	5 +
Kangaroo	4 +
Keystone Kapers	11 +
Klax	NSD
Koffi: Yellow Kopter [HB]	NSD
Last Starfighter [Prototype],	NSD
The	
Looney Tunes Hotel	NSD
[Prototype]	
Mario Bros.	7 +
Meezork! [Prototype]	NSD
MegaMania	10 +
Meteteons	75 +
Micro-gammon SB	NSD
[Prototype]	
Millipede [Prototype]	NSD
Miner 2049er	13 +
Miniature Golf [Prototype]	NSD
Missile Command	4 +
Montezuma's Revenge	54 +
Moon Patrol	6 +
Mountain King	20 +
Mr. Do!'s Castle	35 +
Ms. Pac-Man	6 +
Pac-Man	2 +
Pengo	8 +
Pitfall II: Lost Caverns	10 +
Pitfall!	6 +
Pole Position	3 +
Popeye	8 +
Q*bert	4 +
Qix	4 +
Quest for Quintano Roo	25 +
RealSports Baseball	3 +
RealSports Basketball	105 +
[Prototype]	
RealSports Football	4 +
RealSports Soccer	5 +
RealSports Tennis	5 +
Rescue on Fractalus!	13 +
River Raid	6 +
Roadrunner [Prototype]	NSD
Robotron: 2084	9 +
Space Dungeon	8 +
Space Invaders	3 +
Space Shuttle: A Journey Into	5 +
Space	
Spitfire [Prototype]	NSD
Sport Goofy [Prototype]	NSD
Star Raiders	4 +
Star Trek: Strategic	9 +
Operations Simulator	
Star Wars: Death Star Battle	35 +
Star Wars: The Arcade Game	16 +
Super Breakout	3 +
Super Cobra	8 +
Super Pac-Man	NSD
Track & Field [Prototype]	NSD
Vanguard	5 +
Wizard of Wor	8 +
Xari Arena [Prototype]	NSD
Xenious [Prototype]	NSD
Zaxxon	26 +
Zenji	25 +
Zone Ranger	12 +



Title	Cart Only
* Atari 7800 System	45
* Atari Track-Ball	15
Ace of Aces	8 +
Alien Brigade	15
Asteroids	4
Asteroids Deluxe	3
b"Nq (Q*bert) [Homebrew]	30 +
Ballblazer	5 +
Barnyard Blaster	5
Basketbrawl	40
Beef Drop VE (BurgerTime)	30 +
[Homebrew]	
Centipede	5 +
Choplifter	6 +
Commando	10
Crack'd	9 -
Crossbow	4
Dark Chambers	5 +
Desert Falcon	4 +
Dig Dug	3
Donkey Kong	4
Donkey Kong Jr.	2
Double Dragon	19 +
F-18 Hornet	8
Fatal Run	12
Fight Night	9 +
Food Fight	4
Galaga	3
Hat Trick	4
Ikari Warriors	13 +
Impossible Mission	15 -
Jinks	12
Joust	5 -
Karateka	5 +
Klax	15
Kung Fu Master	15
Mario Bros.	14 -
Mat Mania Challenge	7
Mean 18 Ultimate Golf	27 +
Meltdown	6
Midnight Mutants	8
Motorpsycho	36
Ms. Pac-Man	4
Ninja Golf	10
One-on-One Basketball	3
Pac-Man Collection	30 +
[Homebrew]	
Pete Rose Baseball	11 -
Planet Smashers	40
Pole Position II	2 -
Rampage	15
RealSports Baseball	4 +
Robotron: 2084	6
Scrapyard Dog	5
Sentinel	2
Space Duel [Homebrew]	30 +
Summer Games	4
Super Huey UH-IX	7
Super Skateboardin'	11
Tank Command	128 -
Title Match Pro Wrestling	15
Tomcat: The F-14 Fighter	12 -
Simulator	
Touchdown Football	9 +
Tower Toppler	3
Water Ski	65
Winter Games	4
Xenophobe	17 -
Xenious	4 +



Title	Cart Only
* Lynx System I	49
* Lynx System II	35 +
Alien vs Predator (Demo)	NSD
A.P.B.	11
Awesome Golf	8
Baseball Heroes	8
Basketbrawl	10
Batman Returns	6 -
Battlewheels	1
Battlezone 2	2
Bill & Ted's Excellent	12
Adventure	
Blockout	3
Blue Lightning	8 -
Bubble Trouble	3
California Games	8 -
Centipede (Demo)	20 +
Championship Rally	4

Title	Cart Only	Title	Cart Only
Checked Flag	10 +	Castle Crisis [HB] (800/XL/XE)	30
Chip's Challenge	3 -	Caverns of Mars	16
Crystal Mines II	4	Centipede	2
Cubes (Demo)	20 +	Choplifter	8
Cybervirus [Homebrew]	43	Climb Jumper	4
Desert Strike	3	Cloudburst	8
Dinolympics	8	Computer Chess	4
Dirty Larry: Renegade Cop	16	Computer War	16
Double Dragon	25	Congo Bongo	9
Dracula the Undead	15	Crime Buster	11
Dynablaster (Demo)	21 +	Crossbow	21
Electrocop	10	David's Midnight Magic	8
European Soccer Challenge	5	Defender	2
Fat Bobby	4	Delta Drawing	7
Gates of Zendocon	12	Demon Attack	7
Gordo 16	1	Desert Falcon	8
Guantlet: Third Encounter	23 -	Diagnostic Cartridge	19
Hard Drivin'	4 -	Dig Dug	3
Hockey	6	Donkey Kong	5
Hydra	16 +	Donkey Kong Jr.	7
Hyperdrome	4	Eastern Front (1941)	4
Ishido: The Way of the Stones	25	Facemaker	4
Jimmy Connors' Tennis	3	Fast Eddie	11
Joust	13	Fight Night	8
Klax	3	Final Legacy	6
Krazy Ace Miniature Golf	12	Final Orbit	10
Kung Food	4	Flight Simulator II	5
Lemmings	25	Football	2
Lexis [Homebrew]	40	Fraction Fever	6
Lynx Casino	8	Frogger	6
Malibu Bikini Volleyball	12	Frogger II: Threedeep!	12
Marble Madness (Demo)	20 +	GATO	6
Ms. Pac-Man	11 -	Gorf	16
NFL Football	5	Gyryss	5
Ninja Gaiden	11	Hardball	6
Ninja Gaiden III: Ancient Ship of Doom	25	Journey to the Planets	4
Pac-Land	13	Joust	4
Paperboy	18 +	Jumpman Jr.	7
Pinball Jam	5	Jungle Hunt	5
Pit-Fighter	2	Jr. Pac-Man	10
Ponx [Homebrew]	40	K-Razy Antics	16
Power Factor	5	Kaboom!	10
Qix	5	Kickback	9
Rapide Race (Demo)	20 +	Kindercomp	8
Raiden	8	Last Starfighter	22
Rampage	15	Learning with Leeper	12
Rampart	2	Logic Master	51
Road Blasters	6	Major League Hockey	7
Robo-Squash	1	Mario Bros.	76
Robotron: 284	25	Math Encounter	5
Rygar	10	Millipede	6
S.T.U.N. Runner	12	Miner 2049'er	10
Scrapyard Dog	6	Missile Command	2
Shadow of the Beast	7 +	Monster Maze	5
Shanghai	6	Mountain King	7
Sokomania [Homebrew]	40	Ms. Pac-Man	8
Steel Talons	8 +	Necromancer	10
Super Asteroids & Missile Command	2	Nightstrike	11
Super Skweek	6 +	One-on-One Basketball	4
Switchblade II	3	Ozzy's Orchard	25
Todd's Adventure in Slime World	6 -	Pac-Man	7
Toki	12 -	Peanut Butter Panic	9
Tournament Cyberball	2	Pitfall II: The Lost Caverns	10
Turbo Sub	12	Pitfall!	10
Ultimate Chess Challenge	2	Pittstop	7
Viking Child	10	Plattermania	15
Warbirds	5	Pole Position	8
World Class Fussball/Soccer	9	Popeye	6
Xenophobe	10	Princess and the Frog	46
Xybots	6	Q*Bert	4
Zarlor Mercenary	20	Qix	2



Title	Cart Only
* Atari 400 Computer	24
* Atari 800 Computer	23
* Atari 600XL Computer	22
* Atari 800XL Computer	32
* Atari XE Computer	30
* Atari XE Light Gun	16
3D Tic-Tac-Toe	6
Ace of Aces	10
Airball	1
Alien Garden	9
Asteroids	2
Astrochase	5
B.C.'s Quest for Tires	11
Ballblazer	5
Barnyard Blaster	4
Basketball	5
Beef Drop [HB] (800/XL/XE)	30
Big Bird's Fun House	11
Blue Max	10
Buck Rogers: Planet of Zoom	10
Bug Hunt	3



Title	Cart Only	CIB
* Atari Jaguar CD System	198	251
* Atari Jaguar System	35	74
* Memory Track Cartridge	6	28
* Control Pad	10	NSD
* JagLink Network Interface	21	NSD
* Jaguar Team Tap	5	9
Aircars	90 +	100 +
Alien vs. Predator	19 +	47 +
Atari Karts	30 +	45 +
Attack of the Mutant Penguins	20 +	12 +
Baldies (CD)	9 +	17 +
Battlemorph (CD)	10 +	15 +
BattleSphere	NSD	412 +
Blue Lighting (CD)	5 +	NSD
Brain Dead 13 (CD)	15 +	25 +
Breakout 2000	30 +	50 +
Brett Hull Hockey [Reproduction]	49 +	NSD
Brutal Sports Football	13 +	13 +
Bubsy in Fractured Furry Tales	8 +	10 +
Cannon Fodder	17 +	20 +
Checked Flag	6 +	13 +
Club Drive	4 +	9 +
Cybermorph	6 +	20 +
Defender 2000	20 +	35 +

Title	Cart Only	CIB
Doom	13 +	19 +
Double Dragon V: The Shadow Falls	15 +	25 +
Dragon: The Bruce Lee Story	8 +	11 +
Dragon's Lair (CD)	3 +	15 +
Evolution: Dino Dudes	9 +	10 +
Fever Pitch Soccer	7 +	15 +
Fight For Life	10 +	15 +
Flashback: The Quest for Identity	10 +	15 +
Flip-Out!	12 +	14 +
Gorf (CD)	NSD	455 +
Highlander (CD)	13 +	13 +
Hover Strike	9 +	14 +
Hover Strike (CD)	10 +	15 +
Hyper Force	NSD	NSD
Iron Soldier	5 +	13 +
Iron Soldier 2	30 +	75 +
Iron Soldier 2 (CD)	15 +	35 +
I-War	8 +	18 +
Kasumi Ninja	13 +	11 +
Missile Command 3D	25 +	23 +
Myst (CD)	7 +	13 +
NBA Jam T.E.	20 +	15 +
Pinball Fantasies	8 +	16 +
Pitfall: The Mayan Adventure	10 +	18 +
Power Drive Rally	10 +	15 +
Primal Rage (CD)	12 +	20 +

Title	Cart Only	CIB
Protector	NSD	55 +
Raiden	8 +	14 +
Rayman	15 +	34 +
Ruiner Pinball	10 +	15 +
Sensible Soccer	NSD	NSD
Skyhammer	NSD	NSD
Soccer Kid	NSD	NSD
Space Ace (CD)	8 +	15 +
Super Burnout	6 +	14 +
Supercross 3D	14 +	15 +
Syndicate	12 +	20 +
Tempest 2000	15 +	35 +
Theme Park	8 +	16 +
Towers II	35 +	60 +
Trevor McFur in the Crescent Galaxy	9 +	16 +
Troy Aikman NFL Football	6 +	16 +
Ultra Vortex	20 +	28 +
Val d'Isere Skiing & Snowboarding	11 +	14 +
Vid Grid (CD)	5 +	9 +
White Men Can't Jump	10 +	12 +
Wolfenstein 3D	20 +	15 +
World Tour Racing (CD)	15 +	40 +
Worms	35 +	65 +
Zero 5	25 +	45 +
Zool 2	10 +	10 +
Zoop	6 +	12 +

Atari 7800 Signature Series Prototype Console



\$898

Atari Jaguar CD System ** Brand New **



\$299



Title	Cart	CIB
* NES System	65 +	80 +
* NES System w/ NSD	NSD	70 +
Power Pad		
* NES System w/ R.O.B	NSD	185 +
* NES System Top Loader	59 -	175 +
* Generation Nex Console	47 -	22 +
* FC Mobile NES	40 -	43 +
* FC Twin NES/SNES	35 -	39 +
* Yobo NES (US version)	23 -	16 +
* Sharp NES TV	200 +	NSD
* Aladdin Deck Enhancer	30 -	39 +
* Game Genie	10 -	21 +
* Nintendo Power Glove	28 -	NSD
* Arkanoid Controller	38 -	NSD
* Power Pad	9 -	13 +
* Dogbone Controller	10 -	16 +
1942	5	8 +
1943	6	20 +
10-Yard Fight	3	5 +
3D World Runner	5	8 +
720 Degrees	4	7 +
8 Eyes	4	11 +
A Nightmare on Elm Street	14	80 +
Abadon	3	5 +
Action 52	64 +	NSD
AD&D Dragon Strike	12 -	90 +
AD&D Heroes of the Lance	3	13 +
AD&D Hillsfar	20	24 +
AD&D Pool of Radiance	13 -	33 +
Addams Family	5	17 +
Addams Family Pugsly's Scavenger Hunt	10 -	16 +
Adventure Island	7	24 +
Adventure Island II	13 +	16 +
Adventure Island III	19 -	22 +
Adventures of Bayou Billy, The	4	7 +
Adventures of Dino Riki	3	8 +
Adventures of Lolo	6	32 +
Adventures of Lolo 2	15 -	45 +
Adventures of Lolo 3	20 +	31 +
Adventures of Rad Gravity	5	5 +
Adventures of Tom Sawyer	4	10 +
After Burner	2	9 +
Air Fortress	4	7 +
Airwolf	3	10 +
Al Unser Jr Turbo Racing	3	7 +
Alfred Chicken	13 -	36 +
Alien 3	4	7 +
Alien Syndrome	2	4 +
All Pro Basketball	3	4 +
Alpha Mission	4	25 +
Amagon	3	16 +
American Gladiators	6	16 +
Anticipation	3	5 +
Arch Rivals	3	11 +
Archon	6	11 +
Arkanoid	8 -	30 +
Arkista's Ring	5	10 +
Astyanax	2	7 +
Athena	3	5 +
Athletic World (power pad game)	4	12 +
Attack of the Killer Tomatoes	5	8 +
Baby Boomer	46	NSD
Back to the Future	4	7 +
Back to the Future II & III	5	8 +
Bad Dudes	5 +	8 +
Bad News Baseball	6	11 +
Bad Street Brawler	2	9 +
Balloon Fight	8	16 +
Bandai Golf: Challenge Pebble Beach	3	7 +

Title	Cart	CIB
Bandit Kings of Ancient China	55 -	NSD
Barbie	7	10 +
Bard's Tale	8	22 +
Barker Bill's Trick Shooting	4	8 +
Base Wars	4	7 +
Baseball	2	2 +
Baseball Simulator 1.000	4	15 +
Baseball Stars	8	35 +
Baseball Stars 2	12	39 +
Bases Loaded	3	6 +
Bases Loaded 2	3	3 +
Bases Loaded 3	4	7 +
Bases Loaded 4	9 +	13 +
Batman	4	3 +
Batman Return of the Joker	6	16 +
Batman Returns	5	6 +
Battle Chess	4	16 +
Battle of Olympus	5	20 +
Battle Tank	6	11 +
Battleship	5	18 +
Battletoads	9	22 +
Battletoads Double Dragon	19 +	80 +
Bee 52	7	11 +
Beetlejuice	5	13 +
Best of the Best	7	11 +
Bible Adventures	9	13 +
Bible Buffet	22	24 +
Big Bird's Hide and Speak	3	5 +
Big Nose Freaks Out	25	40 +
Big Nose Freaks Out (ALADDIN)	24	25 +
Big Nose the Caveman	7	11 +
Bill and Ted's Excellent Adventure	4	10 +
Bionic Commando	5	16 +
Black Bass, The	6	15 +
Blackjack	40	60 +
Blades of Steel	4	7 +
Blaster Master	4	7 +
Blue Marlin	8	13 +
Blues Brothers	8	12 +
Bo Jackson	3	5 +
Bombberman	8	21 +
Bombberman II	36	40 +
Bonk's Adventure	50	NSD
Boulder Dash	7	11 +
Boy and His Blob, A	4	7 +
Bram Stoker's Dracula	13 +	16 +
Break Time The National Pool Tour	7	35 +
Breakthru	4	7 +
Bubble Bath Babes	480	NSD
Bubble Bobble	16 +	45 +
Bubble Bobble Part 2 Rainbow Islands	65 +	30 +
Bucky O'Hare	15 -	15 +
Bugs Bunny	6 -	15 +
Birthday Blowout	6	15 +
Bugs Bunny Crazy Castle	4	9 +
Bump 'N Jump	5	8 +
Burai Fighter	4	7 +
BurgerTime	6	11 +
Cabal	4	7 +
Caesars Palace	6	15 +
California Games	5	15 +
Caltron 6 in 1	233	NSD
Captain America and the Avengers	7	26 +
Captain Comic	5 +	15 +
Captain Planet and Planeteers	3	13 +
Captain Skyhawk	3	6 +
Cartoon Workshop	5	8 +
Casino Kid	4	10 +
Casino Kid II	24	40 +
Castellan	4	10 +
Castle of Deceit	52 +	NSD
Castle of Dragon	6	14 +
Castlequest	5	13 +
Castlevania	8	40 +
Castlevania II	6	16 +
Simons Quest	9	25 +
Castlevania III Dracula's Curse	9	25 +
Caveman Games	5	10 +
Challenge of the Dragon	5	8 +
Championship Bowling	5	8 +
Championship Pool	7 -	33 +
Cheetahmen 2	999	NSD
Chessmaster	4	9 +
Chiller	31 +	40 +

Title	Cart	CIB
Chip 'n Dale Rescue Rangers	6	17 +
Chip 'n Dale Rescue Rangers 2	44 -	NSD
Chubby Cherub	16 +	24 +
Circus Caper	5	10 +
City Connection	4	5 +
Clash at Demonhead	4	7 +
Classic Concentration	6	14 +
Cliffhanger	7	11 +
Clu Clu Land	6	11 +
Cobra Command	4	16 +
Cobra Triangle	5	8 +
Code Name Viper	3	21 +
Color a Dinosaur	8	12 +
Commando	4	7 +
Conan Mysteries of Time	11	32 +
Conflict	11	16 +
Conquest of the Crystal Palace	3	5 +
Contra	15	16 +
Contra Force	33 -	40 +
Cool World	8	12 +
Cosmic Epsilon	17	17 +
Cowboy Kid	21	24 +
Crash 'n the Boys Street Challenge	11	16 +
Crystal Mines	16	24 +
Crystalis	5	30 +
Cyberball	4	10 +
Cybernoid	3 -	6 +
Dance Aerobics	5	12 +
Darkman	5	10 +
Darkwing Duck	6	19 +
Dash Galaxy in the Alien Asylum	4	6 +
Daydreamin' Davey	4	15 +
Days of Thunder	4	10 +
Deadly Towers	3	6 +
Death Race	14	58 +
Deathbots	18 +	24 +
Defender II	6	18 +
Defender of the Crown	4	8 +
Defenders of Dynatron City	3	16 +
Deja Vu	5	11 +
Demon Sword	4	9 +
Desert	3	9 +
Commander Destination	4	3 +
Earthstar	12	16 +
Destiny of an Emperor	4	10 +
Dick Tracy	13 +	45 +
Die Hard	4	7 +
Dig Dug II	6	11 +
Digger T. Rock	6	11 +
Legend of the Lost City	5	8 +
Dirty Harry	5	11 +
Disney's Adventures in the Magic Kingdom	2	4 +
Dizzy the Adventurer (ALADDIN)	13 +	16 +
Donkey Kong	6	11 +
Donkey Kong 3	12	22 +
Donkey Kong Classics	9 +	13 +
Donkey Kong Jr	14	16 +
Donkey Kong Jr Math	8	14 +
Double Dare	6	11 +
Double Dragon	6	12 +
Double Dragon II	9 +	13 +
Double Dragon III	3	7 +
Double Dribble	7 +	11 +
Double Strike	3	10 +
Dr. Chao	4	8 +
Dr. Jekyll & Mr Hyde	7	13 +
Dragon Fighter	23 +	24 +
Dragon Power	5	9 +
Dragon Spirit	4	10 +
Dragon Warrior	5	13 +
Dragon Warrior II	18	61 +
Dragon Warrior III	31 +	55 +
Dragon Warrior IV	49	96 +
Dragon's Lair	6 -	15 +
Duck Hunt	3	40 +
Duck Tales	7	40 +
Ducks Tales 2	38 -	60 +
Dudes with Attitude	4	7 +
Dungeoneer Magic	3	5 +
Dusty Diamond's All-Star Softball	24 +	40 +
DynoWaz	3	8 +
Elevator Action	6	11 +
Eliminator Boat Duel	4	7 +
Duel	7	11 +
Excitebike	7	11 +
Exodus Journey to the promised land	7	11 +

Title	Cart	CIB
F117A Stealth Fighter	6 -	6 +
F15 City War	5	8 +
F15 Strike Eagle	4	10 +
Family Feud	11 -	16 +
Fantastic Adventures of Dizzy	6	15 +
Fantastic Adventures of Dizzy (ALADDIN)	14	16 +
Fantasy Zone	8 -	18 +
Faria	31 +	70 +
Faxanadu	6	11 +
Felix the Cat	9	50 +
Ferrari Grand Prix Challenge	6	28 +
Fester's Quest	3	12 +
Final Fantasy	12 -	49 +
Fire Hawk	3	5 +
Fire 'n Ice	37 +	100 +
FisherPrice Firehouse Rescue	7	11 +
FisherPrice I Can Remember	4	7 +
FisherPrice Perfect Fit	5	8 +
Fist of the North Star	5	8 +
Fist of the North Star 2	15	50 +
Flight of the Intruder	5	8 +
Flinstones Rescue of Dino and Hoppy	7	30 +
Flinstones Surprise at Dino Peak	106 +	NSD
Flying Dragon: Secret Scroll	3	25 +
Flying Warriors	5	9 +
Formula One Build to Win	10	39 +
Frankenstein	6	11 +
Freedom Force	5	14 +
Friday the 13th	6	30 +
Fun House	5	18 +
G.I. Joe	14	16 +
G.I. Joe 2: The Atlantis Factor	12	16 +
Galactic Crusader	14	45 +
Galaga	7	20 +
Galaxy 5000	9 -	13 +
Gargoyles Quest II	9	13 +
Gauntlet	5	11 +
Gauntlet II	3	14 +
Gemfire	24	40 +
Genghis Khan	9	13 +
George Foreman's KO Boxing	6 -	12 +
Ghostbusters	6	11 +
Ghostbusters II	5	8 +
Ghost 'n Goblins	6	11 +
Ghoul School	5	8 +
Gilligan's Island, Adventures of	5	34 +
Goal	3	5 +
Goal 2	8	12 +
Godzilla	6	13 +
Godzilla 2	21 +	24 +
Gold Medal	3	11 +
Challenge 92	3	8 +
Golf	3	8 +
Golf Grand Slam	9	13 +
Golgo 13 Top Secret Episode	3	5 +
Goonies II	3	17 +
Gotcha	3	14 +
Gradius	3	15 +
Great Waldo Search	8	25 +
Greg Norman's Golf Power	4	6 +
Gremlins 2 The New Batch	4	15 +
Guardian Legend, The	3	18 +
Guerrilla War	7	12 +
Gumshoe	6	30 +
Gun Nac	8	12 +
Gunsmode	6	30 +
Gyromite	9	9 +
Gyromite w/ R.O.B	90 +	NSD
Gyrruss	4	17 +
Harlem Globetrotters	4	7 +
Hatris	13 -	35 +
Heavy Barrel	5	8 +
Heavy Shreddin	4	12 +
High Speed	4	9 +
Hogan's Alley	5	42 +
Hollywood Squares	4	7 +
Home Alone	4	7 +
Home Alone 2: Lost in New York	5	8 +
Hook	5	8 +
Hoops	2	7 +
Hot Slots	600	NSD
Hudson Hawk	3	10 +

Title	Cart	CIB
Hunt for Red October	3	7 +
Hydlide	3	12 +
Ice Climber	6	11 +
Ice Hockey	2	20 +
Ikari Warriors	4	15 +
Ikari Warriors II	4	7 +
Ikari Warriors III	8	12 +
Image Fight	4	9 +
Immortal, The	6	18 +
Impossible Mission II	9	13 +
Incredible Crash Dummies, The	6	11 +
Indiana Jones and the Last Crusade	12 +	16 +
Indiana Jones and the Temple of Doom	5 +	8 +
Indy Heat, Danny Sullivan's	8	12 +
Infiltrator	4	7 +
Iron Tank	4	16 +
Ironsword: Wizards & Warriors II	4	30 +
Isolated Warrior	5	10 +
Jack Nicklaus' Golf Greatest 18 Holes	2	5 +
Jackal	4	7 +
Jackie Chan's Action Kung Fu	7	23 +
James Bond Jr	5	8 +
Jaws	5	26 +
Jeopardy	5	7 +
Jeopardy 25th Anniversary Edition	4	7 +
Jeopardy Jr Edition	3	6 +
Jetsons, The Cogswell's Caper	15 +	16 +
Jimmy Connors Tennis	6	11 +
Joe & Mac	6	12 +
John Elway's Quarterback	2	4 +
Jordan vs Bird - One-on-One	3	12 +
Joshua and the Battle of Jericho	18 +	24 +
Journey to Silius	4	7 +
Joust	6	20 +
Jungle Book	4	7 +
Jurassic Park	4 -	7 +
Kabuki Quantum Fighter	4	7 +
Karate Champ	4	6 +
Karate Kid	4	15 +
Karnov	4	17 +
Kickle Cubicle	5	8 +
Kickmaster	3	18 +
Kid Icarus	13	16 +
Kid Klown in Night	28	40 +
Kool World	4	7 +
Kid Niki	6	11 +
King Neptune's Adventure	188	NSD
King of Kings	7	9 +
Kings Knight	4	6 +
Kings of the Beach	3	11 +
King's Quest V	6	25 +
Kirby's Adventure	10	25 +
Kiwi Kraze	6	11 +
Klashball	4	5 +
Klax	6	10 +
Knight Rider	3	6 +
Krazy Kreatures	7	11 +
Krion Conquest, The	4	25 +
Kung Fu	4	9 +
KungFu Heroes	3	9 +
Laser Invasion	3	5 +
Last Action Hero	5	8 +
Last Ninja	6	11 +
Last Starfighter, The	5	8 +
Lee Trevino's Fighting Golf	3	5 +
Legacy of the Wizard	3	7 +
Legend of Kage	4	2 +
Legend of the Ghost Lion	15 -	22 +
Legend of Zelda	10 +	27 +
Legend of Zelda II	8	31 +
Adventures of Link	3	12 +
Legendary Wings	5	5 +
Legends of the Diamond	15	16 +
Lemmings	18	20 +
L'Empereur	22 +	24 +
Lethal Weapon	3	5 +
Life Force	5	22 +
Linus Spacehead (Req. Aladdin Deck Enhancer)	15	16 +
Linus Spacehead's "Cosmic Crusade"	2	4 +
Little League Baseball	8	34 +

Title	Cart	CIB
Little Mermaid	6	22 +
Little Nemo	6	16 +
Dream Master		
Little Ninja Brothers	21 +	24 +
Little Samson	63	NSD
Lode Runner	4	7 +
Lone Ranger, The	6	11 +
Loopz	6	25 +
Low G Man	3	5 +
Lunar Pool	4	20 +
M.U.L.E	17 +	28 +
M.U.S.C.L.E. Tag Team Match	6	11 +
Mach Rider	4	7 +
Mad Max	3	5 +
Mafat Conspiracy	4	15 +
Magic Darts	5	10 +
Magic Johnson's Fast Break	3	5 +
Magic of Scheherazade	3	15 +
Magician	8	16 +
Magmax	4	3 +
Major League Baseball	2	4 +
Maniac Mansion	13	30 +
MappyLand	4	7 +
Marble Madness	6	30 +
Mario Brothers	7 -	11 +
Mario is Missing	12	50 +
Mario's Time Machine	32	40 +
Master Chu & the Drunken Fu	11	15 +
Maxi 15	40	NSD
MC Kids	5	20 +
Mechanized Attack	7	10 +
Mega Man	17	65 +
Mega Man 2	6 +	30 +
Mega Man 3	8 +	29 +
Mega Man 4	12	13 +
Mega Man 5	16 +	100 +
Mega Man 6	11 +	35 +
Menace Beach	80	NSD
Mendel Palace	6	15 +
Mermaids of Atlantis	24	40 +
Metal Fighter	19 +	40 +
Metal Gear	6	11 +
Metal Mech	4	13 +
Metal Storm	18 +	21 +
Metroid	10	11 +
Michael Andretti's World GP	4	7 +
Mickey Mousecapade	4	10 +
Mickey's Adventure in Numberland	13	16 +
Mickey's Safari in Letterland	7 -	11 +
Micro Machines	15 +	16 +
Micro Machines (ALADDIN)	9 -	13 +
MIG29	4	20 +
Might & Magic	13 +	90 +
Mighty Bomb Jack	4	20 +
Mighty Final Fight	21 +	24 +
Mike Tyson's Punchout	13	35 +
Millipede	7	11 +
Milon's Secret Castle	4	8 +
Miracle Piano w/o Piano	14	16 +
Mission Impossible	97 +	NSD
Mission	4	7 +
Monopoly	4	10 +
Monster in My Pocket	6	11 +
Monster Party	3	11 +
Monster Truck	9	35 +
Rally		
Moon Ranger	39	40 +
Motor City Patrol	17	24 +
Ms. Pac-Man	12	16 +
MTV's Remote Control	2	9 +
Muppet Adventure, Jim Henson's	4	9 +
Mutant Virus	8 -	5 +
Mystery Quest	4	7 +
Narc	5	8 +
Nascar Challenge, Bill Elliot's	4	7 +
NES Open Tournament Golf	3	10 +
NES Play Action Football	3	4 +
NFL Football	2	10 +
Nigel Mansell's World Championship	5	8 +
Nightshade	4	8 +
Ninja Crusaders	6	11 +
Ninja Gaiden	8	25 +

Title	Cart	CIB
Ninja Gaiden II The Dark Sword of Chaos	6	17 +
Ninja Gaiden III: Ancient Ship of Doom	16 +	60 +
Ninja Kid	4	7 +
Nintendo World Championships 1990	3000 +	NSD
Nintendo World Cup Soccer	3	7 +
NoBunaga's Ambition	8	25 +
NoBunaga's Ambition II	30	40 +
North and South	22	45 +
Operation Secret Storm	32	40 +
Operation Wolf	3	12 +
Orb 3D	3	10 +
Othello	4	6 +
Overlord	4	13 +
P.O.W.	4	19 +
Pac-Man	8	37 +
Pac-Mania	9	13 +
Palamedes	6	10 +
Panic Restaurant	30	40 +
Paperboy	7	15 +
Paperboy 2	11	22 +
Peek A Boo Poker	4	7 +
Pesterminator	22	24 +
Peter Pan & the Pirates	5	8 +
Phantom Fighter	3	4 +
Pictionary	4	9 +
Pinball	4	7 +
Pinball Quest	4	8 +
Pinbot	4	12 +
Pipe Dream	4	23 +
Pirates!	12	22 +
Platoon	4	24 +
Popeye	5	8 +
Power Blade	3	11 +
Power Blade 2	13 +	16 +
Power Punch 2	12 +	16 +
P'radikus Conflict, The	6	11 +
Predator	4	7 +
Prince of Persia	10 +	25 +
Princess Tomato in the Salad Kingdom	17 +	24 +
Pro Sports Hockey	13	16 +
Pro Wrestling	4	7 +
Punchout	7	32 +
Punisher, The	7	25 +
Puss N Boots	5	8 +
Puzzle	23 +	24 +
Puzznic	8	21 +
Pyramid	7	11 +
Q*Bert	5	19 +
QIX	18	26 +
Quattro	6	11 +
Adventure		
Quattro	12	16 +
Adventure (Req. Aladdin)		
Quattro Arcade	15	16 +
Quattro Sports	6	11 +
Quattro Sports (ALADDIN)	3	5 +
R.C. Pro-Am	5	8 +
R.C. ProAm 2	33 -	40 +
Race America	10 -	16 +
Racket Attack	3	9 +
Rad Racer	4	6 +
Rad Racer II	3	5 +
Rad Racket	2	4 +
Raid 2020	9 +	13 +
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Rad Racket	2	4 +
Raid 2020	9 +	13

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Addams Family:	12	5
Pugsley's Scavenger Hunt, The		
Advanced Dungeons & Dragons: Eye of the Beholder	11	5
Adventures of Batman & Robin, The	20	20
Adventures of Dr. Franken, The	6	5
Adventures of Kid Kleeets, The	11	11
Adventures of Mighty Max, The	10	4
Adventures of Rocky and Bullwinkle and Friends, The	13	4
Adventures of Yogi Bear, The	12	8
Aero the Acrobat	6	5
Aero the Acrobat 2	16	10
Aerobiz	16	13
Aerobiz Supersonic	60	24
Air Cavalry	17	14
Al Unser Jr.'s Road to the Top	28	7
Aladdin, Disney's	19	8
Alien 3	10	4
Alien vs. Predator	40	10
American Gladiators	14	6
An American Tail: Fievel Goes West	15	10
Andre Agassi Tennis	11	4
Animanics	6	4
Arcade's Greatest Hits: The Atari Collection 1	20	6
Arcana	18	8
Ardy Light Foot	29	23
Arkanoid: Doh it Again!	17	8
Art of Fighting	7	4
Axelay	13	9
B.O.B.	12	4
Ballz	9	2
Barbie Super Model	8	7
Barkley: Shut Up and Jam!	7	5
BASS Masters Classic	10	4
BASS Masters Classic: Pro Edition	11	4
Bassini's Black Bass	7	7
Batman Forever	6	5
Batman Returns	8	4
Battle Blaze	8	6
Battle Cars	12	9
Battle Clash	3	2
Battle Grand Prix	12	6
Battletoads in Battlemaniacs	17	12
Battletoads/Double Dragon: The Ultimate Team	16	10
Bazooka Blitzkrieg	11	9
Beauty and the Beast, Disney's	27	14
Bebe's Kids	10	10
Beethoven: The Ultimate Canine Caper	3	1
Best of the Best: Championship Karate	10	3
Big Sky Trooper	8	5
Biker Mike: Mission from Mars	13	8
Bill Laimbeer's Combat Basketball	5	4
Bill Walsh College Football	3	3
Biometal	15	4
Blackthorne	12	9
Blazeon: The Bio Cyborg Challenge	15	4
Blues Brothers, The	17	8
Bonkers, Disney's	7	5
Boogerman: A Pick and Flick Adventure	43	26
Boxing Legends of the Ring	6	4
Brain Lord	17	12
Brainies, The	17	14
Bram Stoker's Dracula	8	5
Brandish	20	10
Brawl Brothers	12	8
BreakThru!	25	12
Breath of Fire	26	15
Breath of Fire II	58	32
Brett Hull Hockey	3	3
Brett Hull Hockey 95	4	1
Brunswick World	8	4
Tournament of Champions		
Brutal: Paws of Fury	7	6
Bubsy II	12	8
Bubsy in Claws	13	11
Encounters of the Furred Kind		
Bugs Bunny in Rabbit Rampage	5	5
Bulls vs. Blazers and the NBA Playoffs	3	3
Bust-A-Move	45	12
C2: Judgment Clay	18	5
Cacoma Knight in Bizyard	15	4

Title	CIB	Cart
Cal Ripken Jr. Baseball	3	2
California Games II	19	9
Cannondale Cup	3	2
Capcom's MVP Football	4	4
Capcom's Soccer Shootout	30	9
Captain America and The Avengers	14	8
Captain Novolin	20	13
Carrier Aces	7	6
Casper	14	10
Castlevania: Dracula X	112	60
Champions World Class Soccer	10	4
Championship Pool	4	4
Championship Soccer '94	5	4
Chavez	27	20
Chavez II	23	15
Chessmaster, The	5	2
Chester Cheetah: Too Cool to Fool	10	7
Chester Cheetah: Wild Wild Quest	10	7
Choplifter III	8	8
Chrono Trigger	65	43
Chuck Rock	6	5
Clay Fighter	5	3
Clay Fighter: Tournament Edition	13	4
Claymates	26	14
Cliffhanger	9	4
Clue	10	7
College Football USA '97: The Road to New Orleans	4	4
College Slam	5	4
Combatribes, The	15	12
Kongo's Caper	13	8
Contra III: The Alien Wars	29	17
Cool Spot	10	9
Cool World	13	3
Cutthroat Island	7	3
Cyber Spin	3	3
Cybernator	9	9
Daffy Duck: The Marvin Missions	10	3
Darius Twin	7	7
David Crane's Amazing Tennis	4	3
Death and Return of Superman, The	30	17
Demolition Man	6	2
Demon's Crest	30	12
Dennis the Menace	15	5
Desert Strike: Return to the Gulf	7	5
D-Force	5	5
Dig & Spike Volleyball	9	3
DinoCity	9	7
Dirt Trax FX	12	5
Donkey Kong Country	16	12
Donkey Kong Country 2: Diddy Kong's Quest	20	13
Donkey Kong Country 3: Dixie Kong's Double Trouble	23	18
Doom	10	8
Doom Troopers	14	4
Doomsday Warrior	11	8
Double Dragon V: The Shadow Falls	14	10
Dragon's Lair	15	6
Drakken	6	5
Drakken 2: Dragon View	33	18
Dream T.V.	13	9
Duel: Test Drive II, The	17	6
Dungeon Master	16	3
E.V.O.: The Search for Eden	101	55
Earthbound	215	85
Earthworm Jim	16	11
Earthworm Jim 2	20	7
EEK! The Cat	19	5
Elite Soccer	15	10
Emmitt Smith Football	4	3
Equinox	15	8
ESPN Baseball Tonight	6	3
ESPN National Hockey Night	3	3
ESPN Speed World	9	4
ESPN Sunday Night NFL	5	5
Exertainment	25	19
Mountain Bike Rally		
Extra Innings	18	2
F1 Pole Position	11	8
F1 ROC: Race of Champions	9	5
F1-ROC II: Race of Champions	10	8
Faceball 2000	7	5
Family Dog	8	6
Family Feud	8	5
Fatal Fury	8	4
Fatal Fury 2	7	5
Fatal Fury Special	50	6
FIFA International Soccer	14	3
FIFA Soccer 96	7	4

Title	CIB	Cart
Fighter's History	10	3
Final Fantasy II	32	23
Final Fantasy III	43	32
Final Fantasy: Mystic Quest	18	10
Final Fight	11	12
Final Fight 2	19	15
Final Fight 3	45	24
Final Fight Guy	43	31
Fire Striker	24	7
Firepower 2000	4	4
First Samurai	10	4
Flashback: The Quest for Identity	14	7
Flinstones, The	7	4
Flinstones: Treasure of the Sierra Madrock, The	29	18
Football Fury	5	5
Foreman for Real	7	3
Frank Thomas Big Hurt Baseball	9	3
Frantic Flea	9	6
Frogger	13	8
Full Throttle Racing	10	3
Fun 'N Games	34	21
F-Zero	5	5
Gemfire	40	21
Genghis Khan II: Clan of the Gray Wolf	37	13
George Foreman's KO Boxing	5	4
Ghoul Patrol	32	16
Goal!	10	4
Gods	5	5
Goof Troop, Disney's	16	5
GP-1	7	2
GP-1 Part II	4	2
Gradius III	6	6
Great Circus Mystery starring Mickey and Minnie, The	9	9
Great Waldo Search, The	20	17
GunForce	15	8
Hagane: The Final Conflict	51	23
HAL's Hole in One Golf	4	4
Hammerlock Wrestling	11	3
HardBall III	4	4
Harley's Humongous Adventure	13	6
Harvest Moon	114	60
Head-On Soccer	7	5
Hit the Ice	15	15
Home Alone	9	3
Home Alone 2: Lost in New York	6	5
Hook	13	7
Hunt for Red October, The	7	5
Hurricanes, The	15	12
Hyper V-Ball	15	7
HyperZone	7	5
Ignition Factor, The	16	4
Illusion of Gaia	20	10
Imperium	24	8
Incantation	29	10
Incredible Crash Dummies, The	18	5
Incredible Hulk, The	11	7
Indiana Jones: Greatest Adventures	10	7
Inindo: The Way of the Ninja	24	7
Inspector Gadget	10	8
International Superstar Soccer Deluxe	90	NSD
International Tennis Tour	4	3
Irem Skins Game, The	4	2
Itchy & Scratchy Game, The	19	10
Izzy's Quest for the Olympic Rings	8	3
Jack Nicklaus Golf	6	4
James Bond Jr.	8	5
Jammit	3	2
Jeopardy!	5	3
Jeopardy! Deluxe Edition	6	3
Jeopardy! Sports Edition	5	3
Jetsons: Invasion of the Planet Pirates, The	20	11
Jim Lee's Wild C.A.T.S.: Covert Action Teams	15	4
Jim Power: The Lost Dimension in 3D	4	4
Jimmy Connors Pro Tennis Tour	3	2
Jimmy Houston's Bass Tournament U.S.A.	12	6
Joe & Mac	19	9
Joe & Mac 2: Lost in the Tropics	25	19
John Madden Football '93	4	3
John Madden Football '93	4	3
Judge Dredd	5	4
Jungle Book, Disney's	9	6

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Jungle Strike	8	4
Jurassic Park	8	5
Jurassic Park Part 2: The Chaos Continues	7	7
Justice League Task Force	11	6
Kablooey	11	5
Kawasaki Caribbean Challenge	10	7
Kawasaki Super Bike Challenge	17	5
Ken Griffey Jr. Presents Major League Baseball	13	5
Ken Griffey Jr.'s Winning Run	6	3
Kendo Rage	17	4
Kid Klown in Crazy Chase	6	5
Killer Instinct	12	5
King Arthur and the Knights of Justice	26	7
King Arthur's World	22	8
King of Dragons	54	15
King of the Monsters	6	6
King of the Monsters 2	9	3
Kirby Super Star	45	29
Kirby's Avalance	12	8
Kirby's Dream Course	17	11
Kirby's Dream Land 3	38	28
Knights of the Round	50	17
Krusty's Super Fun House	7	5
Kyle Petty's No Fear Racing	10	7
Lagoon	9	8
Lamborghini American Challenge	25	9
Last Action Hero	8	7
Lawnmower Man, The	7	5
Legend	49	16
Legend of the Mystical Ninja	18	9
Legend of Zelda: A Link to the Past, The	26	12
Lemmings	24	11
Lemmings 2: The Tribes	28	16
Lester the Unlikely	8	7
Lethal Enforcers	26	4
Lethal Weapon	7	3
Liberty or Death	44	25
Lion King, The	9	7
Lock On	9	5
Looney Tunes B-Ball	16	11
Lord of the Rings, Vol. 1, J.R.R. Tolkien's	26	16
Lost Vikings, The	20	14
Lufia & The Fortress of Doom	55	24
Lufia II: Rise of the Sinistrals	61	29
MACS (Multi-Purpose Arcade Combat Simulator)	828	311
Madden NFL '94	3	3
Madden NFL 95	4	3
Madden NFL 96	5	3
Madden NFL 97	5	3
Madden NFL 98	8	4
Magic Boy	10	8
Magic Sword	12	8
Magical Quest starring Mickey Mouse, The	15	7
Mario Is Missing!	20	9
Mario Paint	25	4
Mario's Early Years: Fun With Letters	15	10
Mario's Early Years: Fun With Numbers	20	10
Mario's Early Years: Preschool Fun	12	9
Mario's Time Machine	15	9
Mark Davis' The Fishing Master	8	2
Marvel Super Heroes in War of the Gems	37	15
Mary Shelley's Frankenstein	10	6
Mask, The	22	10
Math Blaster: Episode One	7	6
Maui Mallard in Cold Shadow	15	7
Maximum Carnage, Spider-Man	15	9
Mecarobot Golf	8	1
MechWarrior	11	4
MechWarrior 3050	20	3
Mega Man 7	61	27
Mega Man Soccer	30	25
Mega Man X	16	9
Mega Man X2	36	28
Mega Man X3	81	48
Metal Combat: Falcon's Revenge	4	4
Metal Marines	150	34
Metal Morph	8	6
Metal Warriors	59	48
Michael Andretti's Indy Car Challenge	9	5
Michael Jordan: Chaos in the Windy City	5	5

Title	CIB	Cart
Mickey Mania: The Timeless Adventures of Mickey Mouse	12	7
Mickey's Ultimate Challenge	12	8
Micro Machines	33	16
Might and Magic III: Isles of Terra	21	12
Mighty Morphin Power Rangers	10	6
Mighty Morphin Power Rangers: The Fighting Edition	15	7
Mighty Morphin Power Rangers: The Movie	25	20
Miracle Piano	9	7
MLBPA Baseball	4	4
Mohawk and Headphone Jack	8	6
Monopoly	9	5
Mortal Kombat	8	4
Mortal Kombat 3	10	4
Mortal Kombat II	15	6
Mr. Do!	50	26
Mr. Nutz	20	18
Ms. Pac-Man	11	7
MTV's Beavis and Butt-head	10	9
Musya: The Classic Japanese Tale of Horror	23	11
Natsume Championship Wrestling	6	4
NBA All-Star Challenge	4	4
NBA Give 'N Go	5	5
NBA HangTime	7	4
NBA Jam	4	4
NBA Jam T.E.	9	6
NBA Live 95	3	3
NBA Live 96	5	3
NBA Live 97	4	4
NBA Live 98	6	5
NBA Showdown	3	3
NCAA Basketball	4	3
NCAA Final Four Basketball	5	3
NCAA Football	3	3
New Horizons	75	71
Newman Haas IndyCar	7	5
Featuring Nigel Mansell NFL Football	5	4
NFL Quarterback Club	3	3
NFL Quarterback Club '96	4	4
NHL '94	4	3
NHL 95	3	3
NHL 96	6	4
NHL 97	7	4
NHL 98	19	15
NHL Stanley Cup	2	2
NHLPA Hockey 93	3	3
Nickelodeon GUTS	13	6
Nigel Mansell's World Championship Racing	5	5
Ninja Gaiden Trilogy	73	55
Ninja Warriors	15	13
No Escape	6	6
Nobunaga's Ambition	12	10
Nobunaga's Ambition: Lord of Darkness	22	9
Nolan Ryan's Baseball	4	4
Nostratu	125	17
Obitus	10	5
Ogre Battle: The March of the Black Queen	35	29
Olympic Summer Games	7	5
On the Ball	12	5
Operation Europe: Path to Victory 1939-45	40	14
Operation Logic Bomb	15	6
Operation Thunderbolt	5	5
Oscar	14	11
Out of This World	13	5
Out to Lunch	10	8
Outlander	13	4
P.T.O.	32	10
P.T.O. II	24	18
Pac-Attack	15	8
Pac-In-Time	17	13
Packy & Marlon	40	15
Pac-Man 2: The New Adventures	11	5
Pagmaster, The	7	5
Paladin's Quest	12	9
Paperboy 2	9	6
Peace Keepers, The	34	19
PGA European Tour	7	6
PGA Tour 96	6	6
PGA Tour Golf	4	4
Phalanx	9	7
Phantom 2040	4	1
Pieces	25	8
Pilotwings	10	6
Pinball Dreams	11	5
Pinball Fantasies	19	14
Pink Goes to Hollywood	12	6
Pinochio, Disney's	10	8

Title	CIB	Cart
Pirates of Dark Water, The	39	12
Pitfall: The Mayan Adventure	12	4
Pit-Fighter	8	4
Plok	18	5
Pocky & Rocky	26	11
Pocky & Rocky 2	45	37
Populous	8	4
Porky Pig's Haunted Holiday	11	6
Power Instinct	15	13
Power Moves	5	4
Power Rangers Zeo: Battle Racers	7	5
Prehistorik Man	15	9
Primal Rage	6	4
Prince of Persia	12	7
Prince of Persia 2	27	7
Pro Quarterback	5	4
Pro-Sport Hockey	5	2
Push-Over	10	7
Q*bert 3	27	13
Race Drivin'	6	5
Radical Rex	8	6
Raiden Trad	12	6
Rampart	28	9
Ranma 1/2: Hard Battle	16	5
Rapljam: Vol. 1	6	4
Realm	9	7
Redline: F1 Racer	10	4
Relief Pitcher	7	6
Ren & Stimpy Show: Buckeroo\$!, The	75	62
Ren & Stimpy Show: Fire Dogs, The	15	11
Ren & Stimpy Show: Time Warp, The	23	7
Ren & Stimpy Show: Veediots!, The	6	5
Revolution X	7	4
Rex Roman:	70	12
Experimental Surgeon		
Riddick Bowe Boxing	10	3
Rise of the Phoenix	25	14
Rise of the Robots	8	4
Rival Turf	6	4
Road Riot 4WD	8	7
Road Runner's Death Valley Rally	8	5
RoboCop 3	8	5
RoboCop vs. The Terminator	8	5
Robotrek	66	12
Rock 'n' Roll Racing	55	16
Rocketeer, The	11	5
Rocko's Modern Life: Spunky's Dangerous Day	15	6
Rocky Rodent	10	7
Roger Clemens' MVP Baseball	4	4
Romance of the Three Kingdoms II	20	11
Romance of the Three Kingdoms III: Dragon of Destiny	34	17
Romance of the Three Kingdoms IV: Wall of Fire	38	8
RPM Racing	8	6
R-Type III: The Third Lightning	30	26
Run Saber	17	3
S.O.S. Sink or Swim	25	10
Samurai Shodown	10	7
Saturday Night Slam Masters	12	4
Scooky-Doo Mystery	11	6
seaQuest DSV	14	6
Secret of Evermore	21	15
Secret of Mana	53	32
Separation Anxiety	20	10
Shadowrun	38	15
Shanghai II: Dragon's Eye	7	2
Shaq-Fu	4	4
Shien's Revenge	25	14
Sid Meier's Civilization	20	9
Side Pocket	11	5
SimAnt	26	15
SimCity	6	5
SimCity 2000	23	14
SimEarth: The Living Planet	12	7
Simpsons: Bart's Nightmarer, The	18	8
Skuljagger	15	6
Skyblazer	16	6
SmartBall	10	6
Snow White in Happily Ever After	30	11
Soldiers of Fortune	15	11
Sonic Blast Man	9	5
Sonic Blast Man II	17	14
Soul Blazer	40	20
Space Ace	8	6
Space Football	6	2
Space Invaders	5	4
Space MegaForce	48	20
Spanky's Quest	25	8

Title	CIB	Cart
Sparkster	45	17
Spawn, Todd	8	5
McFarlane's Spectre	7	6
Speed Racer	9	8
Speedy Gonzales: Los Gatos Bandidos	8	6
Spider-Man	10	8
Spider-Man/X-Men: Arcade's Revenge	8	6
Spindizzy Worlds	7	6
Sporting News Baseball, The	10	4
Sports Illustrated Championship Football & Baseball	3	3
Star Fox	8	7
Star Fox Super	NSD	213
Weekend (Official StarFox Competition)		
Star Trek: Starfleet Academy	10	7
Star Trek: The Next Generation -- Future's Past	7	7
Stargate	8	5
Steel Talons	7	6
Sterling Sharpe: End 2 End	6	1
Stone Protectors	20	5
Street Combat	7	3
Street Fighter Alpha 2	18	13
Street Fighter II	7	5
Street Fighter II Turbo	27	8
Street Hockey '95	5	4
Street Racer	30	6
Strike Gunner S.T.G	17	9
Stunt Race FX	5	5
Sunset Riders	22	14
Super Adventure Island	24	9
Super Adventure Island II	40	36
Super Alfred Chicken	10	7
Super Aquatic Games, The	13	6
Super Baseball 2020	9	9
Super Baseball Simulator 1.000	5	4
Super Bases Loaded	4	4
Super Bases Loaded 2	6	5
Super Bases Loaded 3: License to Steal	7	6
Super Batter Up	10	5
Super Battleship	7	4
Super Battletank 2	10	5
Super Battletank: War in the Gulf	7	4
Super Black Bass	7	4
Super Bomberman	51	19
Super Bomberman 2	23	13
Super Bonk	50	15
Super Bowling	13	7
Super Buster Bros.	21	11
Super Caesars Palace	4	2
Super Castlevania IV	22	10
Super Chase H.Q.	10	5
Super Conflict	35	7
Super Double Dragon	45	30
Super Earth Defense Force	4	4
Super Ghoul's 'N' Ghosts	9	6
Super Goal! 2	10	6
Super Godzilla	10	4
Super High Impact	6	4
Super James Pond	14	7
Super Mario All-Stars	25	19
Super Mario All-Stars + Yoshi's Island	NSD	24
Super Mario World		
Super Mario Kart	21	16
Super Mario RPG: Legend of the Seven Stars	70	35
Super Mario World	12	9
Super Mario World 2: Yoshi's Island	26	15
Super Metroid	47	15
Super Ninja Boy	10	8
Super Noah's Ark 3D	39	32
Super Nova	12	6
Super Off Road	14	5
Super Off-Road: The Baja	17	4
Super Pinball: Behind the Mask	5	4
Super Play Action Football	3	3
Super Punch-Out!!	20	18
Super Putty	8	5
Super R.B.I. Baseball	55	16
Super R-Type	15	6
Super Scope 6	80	3
Super Slam Dunk	5	5
Super Slap Shot	4	3
Super Smash T.V.	17	9
Super Soccer	10	5
Super Soccer Champ	8	2
Super Solitaire	13	11
Super Star Wars	8	5
Super Star Wars: Return of the Jedi	11	7

Title	CIB	Cart
Super Star Wars: The Empire Strikes Back	8	5
Super Street Fighter II Super Strike Eagle	26	11
Super Tennis	6	3
Super Troll Islands	3	2
Super Turrican	17	14
Super Turrican 2	28	11
Super Turrican 2	40	35
Super Valis IV	9	2
Super Widget	15	6
Suzuka 8 Hours	4	4
SWAT Kats	50	32
T2: Judgment Day	10	5
T2: The Arcade Game	9	3
Taz-Mania	6	4
Tecmo Secret of the Stars	62	30
Tecmo Super Baseball	6	5
Tecmo Super Bowl	17	9
Tecmo Super Bowl II: Special Edition	39	29
Tecmo Super Bowl III: Final Edition	46	13
Tecmo Super NBA Basketball	4	3
Teenage Mutant Ninja Turtles IV: Turtles in Time	25	17
Teenage Mutant Ninja Turtles: Tournament Fighters	15	11
Terminator, The	18	9
Tetris & Dr. Mario	27	19
Tetris 2	11	8
Tetris Attack	23	12
Thomas the Tank Engine & Friends Thunder Spirits	15	9
Tick, The	10	6
Tick, The	12	8
Time Slip	6	5
Time Trax	15	11
Timecop	9	1
Timon & Pumbaa's Jungle Games, Disney's	12	5
Tin Star	5	4
Tiny Teen Adventures: Buster Busts Loose	6	6
Tiny Teen Adventures: Wacky Sports Challenge	30	11
TKO Super Championship Boxing	10	5
TNN Bass Tournament of Champions	14	2
Tom and Jerry	10	8
Tommy Moe's Winter Extreme	6	6
Tony Meola's Sidekicks Soccer	9	4
Top Gear	5	5
Top Gear 2	21	8
Top Gear 3000	29	16
Total Carnage	8	5
Toy Story, Disney's	11	6
Toys	5	3
Troddlers	11	6
Troy Aikman NFL Football	3	3
True Golf Classics: Pebble Beach	5	3
True Lies	5	3
Tuff E Nuff	10	2
Turn and Burn: No-Fly Zone	10	5
Twisted Tales of Spike McFang, The	37	8
U.N. Squadron	13	9
Ultima VI: The False Prophet	24	11
Ultima: Runes of Virtue II	30	10
Ultima: The Black Gate	33	25
Ultimate Fighter	15	3
Ultimate Mortal Kombat 3	35	7
Ultimate Mortal Kombat 3		
Ultraman: Towards the Future	9	4
Uncharted Waters	75	65
Uniracers	40	11
Untouchables, The	14	10
Urban Strike	11	4
Utopia: The Creation of a Nation	13	7
Vegas Stakes	7	4
Virtual Bart	18	14
Vortex	6	4
Waialae Country Club Golf	5	4
War 2410	20	11
War 3010: The Revolution	20	15
Warrior's Woods	15	7
Warlock	5	4
Warspeed	14	2
Wayne Gretzky and the NHLPA All-Stars	4	4
Wayne's World	9	6
WCW Superbrawl Wrestling	40	16
WeaponLord	10	3

Title	CIB	Cart
We're Back! A Dinosaur's Story	10	4
Wheel of Fortune	7	3
Wheel of Fortune: Deluxe Edition	8	6
Where in the World Is Carmen Sandiego?	15	13
Where in Time Is Carmen Sandiego?	21	9
Whizz	6	4
Wicked 18	15	5
Wild Guns	41	24
WildSnake	7	6
Williams Arcade's Greatest Hits	8	5
Wing Commander	5	5
Wing Commander: The Secret Missions	17	4
Wings 2: Aces High	6	6
Winter Olympic Games	5	4
Wizard of Oz, The	22	13
Wizardry V: Heart of the Maelstrom	19	8
Wolfchild	6	3
Wolfenstein 3D	20	10
Wolverine:	7	6
Adamantium Rage		
Wordtris	10	7
World Cup USA '94	12	7
World Heroes	12	7
World Heroes 2	12	10
World League Soccer	11	3
Wrestlemania Arcade	7	4
WWF Raw	10	6
WWF Royal Rumble	10	6
WWF Super WrestleMania	7	4
Xardion	6	5
X-Kaliber 2097	15	6
X-Men: Mutant Apocalypse	15	7
X-Zone	9	4
Yoshi's Cookie	18	8
Yoshi's Safari	17	7
Young Merlin	15	7
Ys III: Wanderers From Ys	15	8
Zero the Kamikaze Squirrel	43	14
Zombies Ate My Neighbors	20	12
Zoo: Ninja of the "Nth" Dimension	15	5
Zoom	5	4



Title	Cart
* Original Game Boy System	7 +
* Game Boy Pocket System	8
* Game Boy Game Genie	2 -
* Game Boy Camera	3 -
* Game Boy Printer	3 -
4 in 1 Fun Pack	6
4 in 1 Fun Pack Volume II	7
Addams Family, The	5
Addams Family, The: Pugsley's Scavenger Hunt	8
Adventure Island	15
Adventure Island II - Aliens in Paradise	5 +
Adventures of Rocky & Bullwinkle and Friends, The	5
Adventures of Star Saver, The	16
Aerostar	5
Aladdin (Disney's)	4
Alfred Chicken	6
Alien 3	9
Alien vs. Predator: The Last of His Clan	10
Alleyway	5
All-Star Baseball '99	16
Altered Space: A 3-D Alien Adventure	6 -
Amazing Penguin	9
Amazing Tater	15
Animaniacs	4
Arcade Classic #1: Asteroids/Missile Command	6
Arcade Classic #2: Centipede & Millipede	4
Arcade Classic #3: Galaga & Galaxian	5
Arcade Classic #4: Defender & Joust	6
Asteroids	5
Atomic Punk	12
Attack of the Killer Tomatoes	5
Avenging Spirit	3
Balloon Kid	5
Barbie Game Girl	8

Title	Cart
Bart Simpson's Escape From Camp Deadly	6
Baseball	2
Bases Loaded	4
Batman Forever	6
Batman: Return of the Joker	6
Batman: The Animated Series	17
Batman: The Video Game	7
Battle Arena Toshinden	4
Battle Bull	14
Battle Unit Zeoth	6
Battleship	4
Battletoads	5
Battletoads & Double Dragon	10
Battletoads in Ragnarok's World	13
Battlezone & Super Breakout	9
Beavis & Butthead, MTV's	10
Beetlejuice	22
Best of the Best Championship Karate	14
Bill & Ted's Excellent Game Boy Adventure	5
Bionic Battler	6
Bionic Commando	10
Black Bass Lure Fishing	6
Blades of Steel	4
Blastar Master Boy	6
Blues Brothers, The	20
Bo Jackson Hit & Run	4
Boggle Plus	8
Bombberman GB	7
Bonk's Adventure	9
Bonk's Revenge	5
Boomer's Adventure in Asmik World	5
Boxle	5
Boxle II	11
Brain Drain	4
Brainbrainer	8
Bram Stoker's Dracula	5
BreakThru!	5
Bubble Bobble	9
Bubble Bobble Part 2	11
Bubble Ghost	4
Bubsy II	5
Bugs Bunny Crazy Castle 2, The	5
Bugs Bunny Crazy Castle, The	5
Burai Fighter Deluxe	16
Burgertime	5
Bust-A-Move 2: Arcade Edition	12
Buster Brothers	19
Caesar's Palace	4 +
Captain America and the Avengers	23
Casino Fun Pack	4
Casper	10
Castellan	25
Castlevania Adventure, The	13
Castlevania II: Belmont's Revenge	7
Castlevania Legends	24
Catrap	6
Centipede	5
Championship Pool	5
Chase H.Q.	5
Chessmaster	6
Choplifter II	5
Chuck Rock	10
Climfanger	6
College Slam	5
Contra: Alien Wars	5
Cool Ball	1
Cool Spot	10
Cool World	5
CosmoTank	6
Crystal Quest	25
Cuthroat Island	8
Cyraid	11
Daedalian Opus	6
Daffy Duck	11
Darkman	7
Darkwing Duck (Disney's)	8
Days of Thunder	9
Dead Heat Scramble	6
Dennis the Menace	7
Desert Strike: Return to the Gulf	5
Dexterity	9
Dick Tracy	20
Dig Dug	8
Donkey Kong	5
Donkey Kong Land	3 +
Donkey Kong Land 2	4 +
Donkey Kong Land 3	6
Double Dragon	6
Double Dragon 3: The Arcade Game	4
Double Dragon II	6
Double Dribble: 5 on 5	7
Dr. Franken	8
Dr. Franken II	5
Dr. Mario	5
Dragonheart	8
Dragon's Lair: The Legend	9
Duck Tales (Disney's)	6
Duck Tales 2 (Disney's)	9
Earthworm Jim	8
Elevator Action	3
Elite Soccer	32
Exodus: Journey to the Promised Land	10
Extra Bases	4

Title	Cart	Title	Cart	Title	Cart	Title	Cart
F1 Pole Position	6	Last Action Hero	4	Power Racer	1	Taz-Mania	5
F1 Race	5 +	Lazlos' Leap	24	Prehistorik Man	11	Taz-Mania 2	9
F-15 Strike Eagle	11	Legend of the River King	6	Primal Rage	2	Tecmo Bowl	8
Faceball 2	5	Legend of Zelda, The: Link's	5	Prince of Persia	4	Tennis	4
Fastest Lap	7	Awakening		Prophecy: Viking Child	10	Terminator 2: Judgment Day	4
Felix the Cat	6	Lemmings	14	Punisher, The: Ultimate Payback	6 +	Terminator 2: The Arcade Game	5
Ferrari Grand Prix Challenge	12	Lethal Weapon	7	Pyramids of Ra	13	Tesseræ	6
Fidgetts, The	6	Lion King, The (Disney's)	4	Q Billion	4	Tetris	5
FIFA International Soccer	22	Little Mermaid, The (Disney's)	6	Q*Bert	14	Tetris 2	6
FIFA Soccer '96	5	Lock 'n Chase	5	Qix	5	Tetris Attack	8
FIFA Soccer '97	15	Looney Tunes	2	Quarth	4	Tetris Blast	8
Fighting Simulator 2 in 1	5	Loopz	22	Race Days	14	Tetris Plus	8
Final Fantasy Adventure	7	Lost World, The: Jurassic Park	5	Race Drivin'	5	Tiny Toon Adv 2: Montana's	5
Final Fantasy Legend	7	Madden NFL '95	1	Radar Mission	5 +	Movie Madness	5
Final Fantasy Legend 2	10	Madden NFL '96	3	Raging Fighter	6	Tiny Toon Adv: Wacky Sports	5
Final Fantasy Legend 3	8 +	Madden NFL '97	8	Rampart	6	Challenge	5
Fish Dude	12	Malibu Beach Volleyball	5	Real Ghostbusters, The	4	Tiny Toon Adventures: Babs' Big	6
Fist of the North Star	5	Marble Madness	6	Ren & Stimpy Show: Space	5	Break	
Flash, The	6	Mario's Picross	14	Cadet		Titus the Fox	12
Flintstones: Treasure Island	13	Maru's Mission	8	Ren & Stimpy Show: Veediots!	5	TMNT II: Back from the Sewers	7
Flintstones, The: The Movie	7 +	Maul Mallard: Cold Shadow	18	Rescue of Princess Blobette, The	5	TMNT III: Radical Rescue	13
Flipall	11 -	Mega Man II	5	Riddick Bowe Boxing	4	TMNT: Fall of the Foot Clan	5
Foreman For Real	4	Mega Man III	10	Ring Rage	3 +	Tom & Jerry	8
Fortified Zone	7	Mega Man IV	24	Road Rash	8	Tom & Jerry: Frantic Antics	7
Fortress of Fear: Wizards &	5	Mega Man V	43	Robin Hood: Prince of Thieves	10	Top Gun: Guts & Glory	8 +
Warriors X		Mega Man: Dr. Wily's Revenge	6 +	RoboCop	4	Top Rank Tennis	4
Frank Thomas Big Hurt Baseball	3	Megalit	10	RoboCop 2	5	Torpedo Range	5
Frogger	10 -	Mercenary Force	6	Robocop vs. The Terminator	13	Total Carnage	12
Frommer's Travel Guide	15	Metal Masters	13	Roger Clemens' MVP Baseball	4	Toxic Crusaders	27
Game & Watch Gallery	4	Metroid II: Return of Samus	7	Rolan's Curse	10	Tory Story (Disney's)	3
Game of Harmony, The	7	Mickey Mouse: Magic Wands	7	Rolan's Curse 2	21	Track & Field	5
Gargoyles' Quest	7	Mickey's Dangerous Chase	5	R-Type	6	Track Meet	11
Gauntlet II	8 -	Mickey's Ultimate Challenge	8	Rugrats: The Movie	5 +	Trax	4
Gear Works	5	Micro Machines	5	Samurai Shodown	3	True Lies	9
George Foreman's KO Boxing	4	Mighty Morphin' Power Rangers	5	SeaQuest DSV	17	Tumble Pop	27
Getaway, The: High Speed II	20	Mighty Morphin' Power	21	Serpent	5	Turn & Burn: The F-14 Dogfight	6 +
Ghostbusters II	7	Rangers: The Movie		Shanghai	14	Simulator	
Go! Go! Tank	5 +	Milon's Secret Castle	5	Shaq-Fu	11	Turok: Battle of the Bionosaurs	2
Goal	5	Miner 249'er	17	Side Pocket	5	Turrican	5
Godzilla	4	Missile Command	4	Simpsons: Bart and the	80	Ultima: Runes of Virtue	8
Golf	3	Mole Mania	6	Beanstalk		Ultima: Runes of Virtue II	17
Gradius: Interstellar Assault	4	Monopoly	4	Simpsons: Bart vs. The	5	Ultra Golf	2
Great Greed	9	Monster Truck Wars	3	Juggernauts		Universal Soldier	28
Grenlins 2: The New Batch	13	Mortal Kombat	2	Simpsons: Itchy & Scratchy Mini	7 +	Urban Strike: Sequel to Jungle	5
HAL Wrestling	4	Mortal Kombat & Mortal	5	Golf		Strike	
Harvest Moon	9	Kombat II		Simpsons: Krusty's Funhouse	7	Vegas Stakes	1
Hatris	5	Mortal Kombat 3	8	Skate or Die: Bad & Rad	6	Warrio Blast featuring	4
Heavyweight Champ. Boxing	6	Mortal Kombat II	4	Skate or Die: Tour De Thrash	8	Bombberman	
Heiankyo Alien	8	Motocross Maniacs	5	Small Soldiers	9	Warrio Land II	5
Hercules (Disney's)	6	Mouse Trap Hotel	6	Smurfs, The	6 +	Wave Race	3
High Stakes Gambling	5	Mr. Chin's Gourmet Paradise	7	Sneaky Snakes	9	Wayne's World	8
Hit The Ice	5	Mr. Do!	26	Snoopy's Magic Show	4	WCW: The Main Event	14
Home Alone	4	Ms. Pac-Man	6 +	Snow Brothers	10		
Home Alone 2: Lost in New York	5	Muhammad Ali Heavyweight	11	Soccer Mania	13 -		
Hook	14	Boxing		Solar Striker			
Hudson Hawk	7	Mulan (Disney's)	9	Solitaire Fun Pak	20		
Humans, The	10	Mysterium	7	Soloman's Club	4		
Hunchback of Notre Dame	4	Mystical Ninja starring Goemon	9	Space Invaders	6		
Hunt for Red October, The	7	Nail 'n Scale	16	Spanky's Quest	6		
Hyper Lode Runner	6	NASCAR Fast Tracks, Bill Elliot's	5	Speedball 2	2		
In Your Face	6	Navy Seals	5	Speedy Gonzales	5		
Incredible Crash Dummies, The	6	NBA All-Star Challenge	3	Spider-Man 2	10		
Indiana Jones and the Last	7	NBA All-Star Challenge 2	3	Spider-Man 3	14		
Crusade		NBA Jam	6	Spider-Man, The Amazing	5		
InfoGenius: Spanish Translator	13	NBA Jam Tournament Edition	6	Spider-Man/X-Men: Arcade's	14		
InfoGenius: French Translator	16	NBA Live '96	3	Revenge			
InfoGenius: Personal Organizer	5	Nemesis	6	Sports Illustrated Football &	3		
InfoGenius: Spell Checker	6 -	New Chessmaster	5	Baseball			
International Superstar Soccer	9	NFL Football	2	Sports Illustrated Golf Classic	2		
Iron Man/X-O Manowar	4	NFL Quarterback Club	3	Sports Illustrated Kids: Ultimate	4		
Ishido: The Way of Stones	6	NFL Quarterback Club '96	4	Triple Dare			
Jack Nicklaus Golf	2	NFL Quarterback Club II	8	Spot: The Cool Adventure	8		
James Bond 7	2	NHL '95	2	Spot: The Video Game	3		
Jeep Jamboree Off-Road	6	NHL '96	5 -	Spud's Adventure	33		
Adventure		Nigel Mansell's World Champ	10	Spy vs. Spy	4		
Jeopardy!	8	Racing		Square Deal	2		
Jeopardy! Platinum Edition	9	Ninja Boy	13	Star Trek Generations: Beyond	11		
Jeopardy! Sports Edition	5	Ninja Boy 2	17	The Nexus			
Jeopardy! Teen Tournament	8	Ninja Gaiden: Shadow	9	Star Trek: 25th Anniversary	4		
Jetsons Robot Panic, The	16	Ninja Taro	5	Star Trek: The Next Generation	6		
Jimmy Connors Tennis	10	Nintendo World Cup Soccer	5	Star Wars	4		
Joe & Mac	6	NIV Bible & The 2 Lost Levels of	35	Star Wars: Return of the Jedi	5		
Jordan vs. Bird	6	Joshua		Star Wars: The Empire Strikes	5		
Joshua: The Battle of Jericho	12	Nobunaga's Ambition	5	Back			
Judge Dredd	3	Oddworld Adventures	4	Stargate	6		
Jungle Book, The (Disney's)	4	Olympic Summer Games	5	Stop that Roach	15		
Jungle Strike: Sequel to Desert	7	Operation C	8	Street Fighter II	5		
Strike		Out of Gas	6	Street Racer	7		
Jurassic Boy	6	Pac-Attack	15	Sumo Fighter	17		
Jurassic Park	5	Pac-in-Time	18	Super Battletank: War in the	4		
Jurassic Park 2: The Chaos	8	Pac-Man	6 +	Gulf			
Continues		Pagemaster, The	6	Super Black Bass	3		
Ken Griffey Jr. MLB	4 +	Panel Action Bingo	14	Super Chase H.Q.	8		
Kid Dracula	14	Paperboy	6	Super Hunchback	1		
Kid Icarus: Of Myths and	5	Paperboy 2	7	Super Mario Land	6 +		
Monsters		Penguin Wars	10	Super Mario Land 2: 6 Golden	6		
Killer Instinct	4 +	PGA European Tour	4	Coins			
King James Bible	6	PGA Tour '96	4	Super Mario Land 3: Wario Land	7		
King of Fighters '95, The	8	Pinball Dreams	19	Super Off-Road	5		
Kingdom Crusade	5	Pinball Fantasies	13	Super RC Pro-Am	3		
Kirby's Block Ball	9	Pinball: Revenge of the Gator	2	Super Scrabble Crossword	15		
Kirby's Dream Land	6	Pinocchio (Disney's)	7	Game			
Kirby's Dream Land 2	10	Pipe Dream	5	Superman	11		
Kirby's Pinball Land	5 +	Pit-Fighter	6	Swamp Thing	10		
Kirby's Star Stacker	8	Play Action Football	3	Sword of Hope	6		
Klax	7	Pocahontas (Disney's)	5	Sword of Hope II	7		
Knight Quest	25	Pokemon Blue	7	Tail Gator	10		
Kung Fu Master	27	Pokemon Red	3 +	TaleSpin (Disney's)	8		
Kwink	5	Pokemon Yellow	10	Tamagotchi	4 -		
Lamborghini American	6	Popeye 2	7	Tarzan: Lord of the Jungle	5		
Challenge		Power Mission	10	Tasmania Story	4		



VIRTUAL BOY

* Virtual Boy System	39
3D Tetris	54
Galactic Pinball	14 +
Golf	14 +
Jack Bros.	100
Mario Clash	23 +
Mario Tennis	6 +
Nester's Funky Bowling	28 +
Panic Bomber	21 -
Red Alarm	15 -
Telebroscher	9 +
Vertical Force	16 +
Virtual League Baseball	4 +
Wario Land	20 +
Wario Land [Demo]	60 +
Waterworld	43

Nintendo World Championship 1990



\$5000

NES Test Station w/ TV



\$1000



Title	CIB	Cart
* Sega Master System	145 +	46
Action Fighter	4	3 +
Aerial Assault	7 +	15 +
After Burner	6	2 +
Alex Kidd in High Tech	11	9 +
Alex Kidd in Miracle	13 +	10 +
Alex Kidd in Shinobi	43 +	33 +
Alex Kidd Lost Stars	10 -	9 +
Alif	16	10 +
Alien Syndrome	7	3 +
Altered Beast	6	5 +
Astro Warrior	6 -	3 +
Aztec Adventure	6 -	5 +
Black Belt	6 +	4 +
Blade Eagle 3D	7 +	8 +
Bomber Raid	10	7 +
Buster Douglas Boxing	45	35 +
California Games	9 -	6 +
Captain Silver	11	7 +
Casino Games	16	8 +
Castle of Illusion	13 +	15 +
Choplifter	6	2 +
Cloud Master	9	6 +
Columns	12	8 +
Cyborg Hunter	16 +	16 +
Dead Angle	11 -	10 +
Dick Tracy	50	30 +
Double Dragon	6	3 +
Enduro Racer	4	2 +
E-Swat	6	12 +
F-16 Fighting Falcon	5	3 +
Fantasy Zone	7 +	4 +
Fantasy Zone II	17 +	19 +
Fantasy Zone III: The Maze	7 -	5 +
Galaxy Force	25 +	1 +
Gangster Town	5	3 +
Ghost House	10	9 +
Ghostbusters	8 +	5 +
Ghouls 'N Ghosts	11 +	7 +
Global Defense	4	2 +
Golden Axe	9	7 +
Golden Axe Warrior	23 +	15 +
Golvellus: Valley of Doom	11 +	7 +
Great Baseball	3	1 +
Great Basketball	3	2 +
Great Football	3	1 +
Great Golf	4	2 +
Great Ice Hockey	12 +	3 +
Great Soccer	5	4 +
Great Volleyball	8	7 +
Hang-On / Astro	5 -	2 +
Hang-On / Safari Hunt	4	1 +
Joe Montana Football	11	11 +
Kenseiden	6 +	5 +
King's Quest	19	12 +
Kung Fu Kid	12 +	3 +
Lord of the Sword	6	5 +
Marksman Shooting / Trap Shooting	6	2 +
Maze Hunter 3D	7	3 +
Michael Jackson Moonwalker	14	8 +
Miracle Warriors	7 -	6 +
Missile Defense 3D	5	3 +
Monopoly	6 +	2 +
Montezuma's Revenge	25 +	15 +
Mortal Kombat	16	10 +
My Hero	10 +	6 +
Ninja, The	6	7 +
Out Run	6	2 +
Paperboy	8	9 +
Parlour Games	9 +	3 +
Penguin Land	7 +	7 +
Phantasy Star	31 -	20 +
Poseidon Wars 3D	11 +	4 +
Power Strike	17	10 +
Pro Wrestling	4	2 +
Psycho Fox	85 +	22 +
Quartet	10 +	5 +
R.C. Grand Prix	10	6 +
Rambo - First Blood Part II	6 +	2 +
Rambo 3	9 +	4 +
Rampage	7 -	6 +
Rastan	7 +	5 +
Reggie Jackson BB	4	1 +
Rescue Mission	4 -	2 +
Rocky	6	3 +
R-Type	10 +	4 +
Scramble Spirits	20	15 +
Shanghai	7 +	3 +
Shinobi	12 +	6 +
Shooting Gallery	6 -	3 +
Slap Shot	5	2 +
Sonic the Hedgehog	14	10 +
Space Harrier	6 +	4 +
Space Harrier 3D	19 +	15 +

Title	CIB	Cart
SpellCaster	8 +	6 +
Spider-Man	22 +	7 +
Sports Pad Football	15	6 +
Spy vs. Spy	7	7 +
Strider	17 -	10 +
Super Monaco GP	4 -	2 +
Super Tennis	4 -	6 +
Teddy Boy	17	10 +
Thunder Blade	6	3 +
Time Soldiers	7 +	7 +
Transbot	9	7 +
Vigilante	5	4 +
Walter Payton Football	15 +	8 +
Wanted	15 +	10 +
Where in the World is Carmen Sandiego?	6	4 +
Wonder Boy	6	10 +
Wonder Boy III	15	13 +
Wonder Boy in Monster Land	10	5 +
World Grand Prix	4 -	1 +
Y's: Vanished Omens	16	10 +
Zaxxon 3D	8 +	5 +
Zillion	8	3 +
Zillion II	9 +	4 +



Title	Cart
* Game Gear System	24 +
* Master Gear Converter	23 +
* TV Tuner	36 +
5 in One Fun Pack	12 +
Addams Family	6
Aerial Assault	6
Aladdin	5
Alien 3	3 +
Andre Agassi Tennis	7 +
Archie Classics	16 +
Arch Rivals	2
Arena	10 +
Ariel the Little Mermaid	6 +
Asterix & the Great Rescue	5
Ax Battler: Legend of Golden Axe	7
Baku Baku	6
Batman & Robin	6
Batman Forever	7
Batman Returns	6
Batter Up	16 +
BattleShip	9 -
Battletoads	7 -
Beavis and Butt-Head	10 +
Berenstain Bears: Camping	7
Bonkers Wax Up!	7
Bram Stoker's Dracula	6
Bubble Bobble	15
Bugs Bunny in Double Trouble	4
Bust-A-Move	7
Caesar's Palace	3
Casino FunPak	25
Chakan	4
Chess HQ	6
Cheese Cat-Astrophe w/ Speedy	7 -
Chessmaster	6 -
Chicago Syndicate	6 +
Choplifter III	6 +
Chuck Rock	9 +
Chuck Rock II: Son of Chuck	9 +
Cliffhanger	6
Clutch Hitter	4
Columns	5
Cool Spot	5 +
Cosmic Spacehead	6 +
Crystal Warriors	45 +
Cutthroat Island	6
Deep Duck Trouble	4 -
Defenders of Oasis	10 +
Desert Speedtrap	4
Desert Strike	5 -
Devilish	6
Double Dragon	12 -
Dr Robotnik's Mean Bean	6
Dragon Crystal	7 +
Dragon: Bruce Lee Story	5 -
Dynamite Headdy	6 -
Earthworm Jim	9 +
Ecco the Dolphin	5 +
Ecco: Tides of Time	5 -
Evander Holyfield Real Deal	5
F-15 Strike Eagle	11
Fantasy Zone	7
Fatal Fury Special	12 -
FIFA International Soccer	3 +
FIFA Soccer 96	6 -
Foreman For Real	4
Formula 1	11
Frank Thomas Baseball	4 -
Fred Couples Golf	4
Garfield: Caught in the Act	8
Game Gear Works	6 +
George Foreman's KO Boxing	3

Title	Cart
G-Loc Air Battle	5
GP Rider	6 +
Greenodog: Beached Surfer Dude	7 -
Halley Wars	6 -
Home Alone	7
Hook	15 +
Incredible Crash Dummies	6
Incredible Hulk, The	4 +
Indiana Jones Last Crusade	18 +
Iron Man/ XO Manowar	8 -
Junction	6
Jeopardy Sports Edition	2
Jeopardy!	9
Joe Montana Football	3
Judge Dredd	7 +
Junction	7 +
Junble Book	4 -
Jurassic Park	3 -
Klax	9 -
Last Action Hero	7
Lemmings	7 -
Lion King (Disney's)	4
Lost World: Jurassic Park	9
Lucky Dime Caper	6
Madden NFL 95	3
Madden NFL 96	6
Majors Pro Baseball	3 +
Marble Madness	8 -
Marko's Magic Football	3
Mega Man	34 +
Mick & Mack: Global Gladiators	12
Mickey Mouse: Castle of Illusion	8
Mickey Mouse: Land of Illusion	5
Mickey Mouse: Legend of Illusion	9
Mickey's Ultimate Challenge	5
Mighty Morphin Power Rangers	6
Mighty Morphin Power Rangers Movie	5
MLBPA Baseball	4
Monster Truck Wars	8 -
Mortal Kombat	4 -
Mortal Kombat II	7 -
Ms. Pac-Man	4 +
NBA Action w/ David Robinson	5
NBA Jam	4
NBA Jam Tournament Edition	4 +
NFL Football 95	4
Quarterback Club	4
NFL Quarterback Club 96	5 -
NHL All-Star Hockey	3 -
NHL Hockey	8 -
Ninja Gaiden	6
Olympic Gold: Barcelona 92	7
Outrun	9
OutRun Europa	7
Pac-Attack	8
Pac-Man	5 -
Paperboy 2	13
Pengo	29 -
PGA Tour Golf	4
PGA Tour Golf II	7 +
Phantom 2040	7 +
Pinball Dreams	6 -
Pocahontas	5 -
Poker Face Paul's Blackjack	5
Poker Face Paul's Gin	5
Poker Face Paul's Poker	5 -
Poker Face Paul's Solitaire	7 -
Predator 2	18
Primal Rage	7
Prince of Persia	9 +
Psychic World	6 -
Putt & Putter: Miniature Golf	7
RBI Baseball 94	4 -
RC Grand Prix	7 -
Ren & Stimpy: Shaven Yak	5
Revenge of Drancon	8
Riddick Bowe Boxing	4
Rise of the Robots	16
Ristar	7 -
Road Rash	9
Robocop 3	11
RoboCop vs The Terminator	15
Samurai Shodown	10 -
Scratch Golf	7 +
Shaq Fu	6
Shining Force: Sword of Hayja	15 +
Shinobi	5
Shinobi 2	5
Side Pocket	7
Simpsons: Bart Meets Radioactive Man	7
Simpsons: Bart vs. Space Mutants	5 -
Simpsons: Bart vs. the World	7 +
Simpsons: Krusty's Fun House	8 -
Slider	6 -
Solitaire FunPak	40 -
Solitaire Poker	5 -
Sonic Blast	8
Sonic Chaos	5
Sonic Drift 2	8
Sonic Labyrinth	9 +
Sonic Spinball	4 -
Sonic the Hedgehog	4
Sonic the Hedgehog 2	2
Sonic Triple Trouble	6 +
Space Harrier	8
Spider-Man	7 +
Spider-Man X-Men	5 -

Title	Cart
Spider-Man: Sinister Six	6
Sports Illustrated FB & Baseball	11
Sports Trivia	2 -
Star Trek Generations: Nexus	7 +
Star Trek TNG: Holodeck	7
Star Wars	14
Stargate	7
Streets of Rage	7 +
Streets of Rage 2	9
Super BattleTank	4
Super Columns	3
Super Golf	3
Super Monaco GP	6 +
Super Monaco GP II	6
Super Off-Road	8 -
Super Smash TV	7
Super Space Invaders	8
Surf Ninjas	4
Tails Adventure	17 +
Tale Spin	7
Taz in Escape from Mars	6
Taz-Mania: Search for Sea Bird	4
Tempo Jr.	8
Terminator	7
Terminator 2: Judgement Day	5
Terminator 2: The Arcade Game	6
Tesseract	3
The Itchy & Scratchy Game	8 +
Tom & Jerry: The Movie	5
True Lies	8
Urban Strike	8
Vampire: Master of Darkness	8 +
Virtua Fighter Animation	8
VR Troopers	5
Wheel of Fortune	9 +
Wimbledon Tennis	6
Winter Olympic Games	6
Wonder Boy III: Dragon's Trap	11
Woody Pop	4 -
World Class LeaderBoard Golf	6
World Cup Soccer	8
World Cup Soccer USA 94	6
World Series Baseball	3
World Series Baseball 95	4
WWF Raw	7
WWF Wrestlemania Steel Cage	8
X-Men	5
X-Men - Games Master's Legacy	7
X-Men: Mojo World	8
Zool	7
Zoop	5



Title	CIB
* Turbo Duo System	218
* Turbo Grafx 16 System	56 +
* Turbo Grafx Express	109 +
Addams Family CD	24
Aero Blasters	23
Air Zork	16
Alien Crush Pinball	16 +
Andre Panza Kick Boxing	11 -
Ballistix	17
Battle Royale	4
Blazing Lazers	24 +
Bloody Wolf	5
Bombberman	15
Bombberman '93	6
Bonk 3: Bonk's Big Adventure	65
Bonk's Adventure	18 +
Bonk's Revenge	7
Boxy Boy	13
Bravoman	8
Cadash	9 +
Castlevania X (CD)	200
Champions Forever Boxing	14 +
Chase H.Q.	25
Chew Man-Fu	15
China Warrior	6 +
Cosmic Fantasy 2 (CD)	38 +
Cotton (CD)	67
Cratermaze	11
Cyber-Core	15 -
Darkwing Duck	2
Davis Cup Tennis	11
Dead Moon	22
Deep Blue	12
Devil's Crush	31
Double Dungeons	15
Dragon Spirit	10 +
Dragon's Curse	17
Drop Off	17
Dungeon Explorer	10
Dungeon Master: Theron's	41
D & D: Order of the Griffon	3
Exile (CD)	45
Falcon	20 +
Fantasy Zone	17 +
Fighting Secret CD	33
Final Lap Twin	9 +

Title	CIB
Final Zone II CD	15
Forgotten Worlds	50
Galaga '90	7 +
Gates of Thunder / Bonks	45
Adventure / Bonks Revenge (CD)	
Ghost Manor	12
Gunboat	22
Hit the Ice	5
Implode CD	23
Imposamole	9
It Came from the Desert CD	19
Jack Nicklaus Turbo Golf	9
Jackie Chan's Action Kung Fu	74 -
JB Harold Murder Club	8
JJ and Jeff	15 -
John Madden DUO CDFB	15 +
Keith Courage in Alpha Zones	4
King of Casino	10 -
Klax	19 +
Last Alert (CD)	18
Legend of Hero Tonma	20 +
Legendary Axe	13 +
Legendary Axe II	18
Lords of Thunder CD	42
Magical Chase	200 +
Magical Dinosaur Tour	3
Meteor Blaster DX	25
Military Madness	20
Monster Lair CD	16
Moto Racer	12
Neutopia	15 +
Neutopia II	26
New Adventure Island	25 +
Night Creatures	20
Ninja Spirit	14
Ordny	7
Pac-Land	16
Parasol Stars - Bubble Bobble III	52 -
Power Golf	7 -
Prince of Persia CD	24
Princess Minerva CD	21 +
Psychosis	17
Raiden	40
Riot Zone Super CD-Rom 2	26
R-Type	41
Samurai Ghost	40 +
Shadow of the Beast CD	7
Shape Shifter CD	19
Sherlock Holmes Detective CD	11 +
Sherlock Holmes II CD	26
Shockman	20 +
Sidearms	14
Silent Debuggers	14
Sim Earth: Living Planet CD	30
Sinistron	11
Soldier Blade	NSD
Somer Assault	16
Sonic Spike Volleyball	9 +
Space Harrier	12 +
Splatterhouse	23 +
Super Star Soldier	2
Super Volleyball	9
Takin it to the Hoop	7
Talespin	1
Tiger Road	25
Time Cruise Pinball	10 +
Timeball	19
Tricky Kick	11
Turrican	14
TV Sports Basketball	9 +
TV Sports Football	7
TV Sports Hockey	10 +
Valis III	30
Vastel (CD)	61
Veigues Tactical Gladiator	16
Victory Run	8
Vigilante	13 +
World Class Baseball	7 +
World Court Tennis	7
World Sports Competition	8
Yo Bro	8
Ys Book I & II (CD)	45
Ys III: Wanderers from Ys	25

Game Gear (Brand New)



\$255

Vectrex Light Pen



\$107

- Jim Combs

Based off Sierra On-Line's text-only game, Chuck Benson's Softporn Adventure, Leisure Suit Larry was born when veteran video game designer Al Lowe expanded on the Softporn series by adding the character Larry Laffer, keeping the puzzles and locations pretty much the same, refined the text and added some new 3D Technology. When Mr. Lowe was designing Leisure Suit Larry with the Softporn program, he felt that the original game was so old that it could use a leisure suit, hence the name Leisure Suit Larry. The best way to give you a taste of what the Leisure Suit Larry games are about is to break each one down in the massive series. The following is from Wikipedia with some added trivia and content by me:

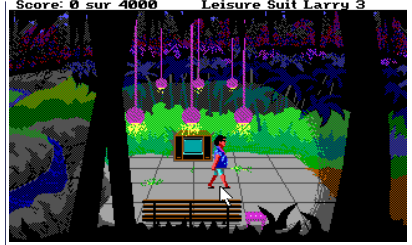
In Larry's first adventure released in 1987 called, "Leisure Suit Larry in the Land of the Lounge Lizards", Larry Laffer is a 40-year-old virgin (like the movie, but Larry is much cooler). After leaving behind his geeky life, he decides to visit the sinful city of Lost Wages (a reference to Las Vegas), experience what he hasn't lived before, and find the woman of his dreams. Locations within the city of Lost Wages include a casino-hotel, a disco, a convenience store, a cheap vegas-style wedding chapel, and Lefty's Bar. Larry's quest involves four women: a prostitute (which leaves Larry's need for love unsatisfied), Fawn (a material girl of low moral fibre), Faith (a faithful girlfriend of someone who is not Larry), and Eve (Larry's girl for this game). An

important part of the game is that the player has to take care of his money, which is spent whenever he travels by taxi or buys things. A way to augment the amount is to gamble in the casino, playing Blackjack or slots, which is obligatory at least twice during the course of the game.

Because of the adult nature of the game, it featured an age verification system, which consisted of a series of questions to which the authors reasoned only adults would know the answer. As the questions were U.S.-centric, they frustrated some non-American gamers (the verification system could be skipped by pressing Alt-X). Today, the game is regarded as the first adult graphic adventure.

The first game was such a success that it was a no-brainer that a sequel would be made; however, due to controversy from the first title, the second game released in 1988 titled "Leisure Suit Larry Goes Looking for Love (in Several Wrong Places)" was toned down by keeping a lot of the sex scenarios to a minimum. Featuring MIDI Sound and Created with Sierra's new game engine called "Sierra's Creative Interpreter" (first featured in King's Quest IV) which allows for 320x200 graphics with 16 colors, Eve, the girl of Larry Laffer's dreams from the end of the previous game, has serious second thoughts in the light of day and casts him aside. Larry begins his exploration again, and by chance he wins the lottery and a Blind Date contest in the same day.

During his preparations for the cruise, a microfiche falls in his hands by mis-



Screen Shot from Larry III

take. He is then pursued by KGB agents, as well as minions of the evil scientist Dr. Nonooke (a pun on "nookie"), who both want to recover the film. His travels lead him to the tropical island Nontoonyt ("None tonight"), where he meets Kalalau, the daughter of the natives' leader Ken-nywauwau. Larry enters Nonooke's lair in the heart of a volcano, where he accidentally defeats the evil doctor and wins the heart of Kalalau (one of the final scenes included a piano-playing "Polyester Patty", who featured prominently in the next game as "Passionate Patti". Note that Patty's hair is blonde, while Patti's hair is black or brown). Some fun cameos can be seen in this title including Ken and Roberta Williams, Sierra On-Line Founders, as well as Bill Gates and his wife.

Next up we have "Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals", released in 1989. The game action takes place on Nontoonyt, the tropical island from LSL2 (which is now a built-up vacation resort reminiscent of Honolulu, Hawaii), and is composed of two parts. The first part is very similar to the two previous games. Larry is dumped (Kalalau leaves him for a lesbian cannibal Amazon slot machine repair woman) and loses his job with Kalalau's father, Chairman Kenneth from 'Natives Inc.' (what the natives have become after the tourist boom) Larry is left free to explore the resort, arrange his divorce, and meet girls.

(Continued on page 46)



Screen Shot from Land of the Lounge Lizards



Screen Shot from Looking for Love



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Leisure Suit Larry - A very cool 40-Year-Old Virgin

(Continued from page 45)

However, in typical Larry fashion, his encounters with the women he tries to seduce (Tawni, Cherri Tart, Bambi, Suzi Cheatem) are doomed to failure, with Larry always ending up humiliated in some way. This continues until he finds a membership card to Fat City, an institute where he will improve his body and obtain his titular pulsating pectorals. Then he will meet his "One True Love", who, this time, is a pianist named Passionate Patti.

The second part of the game occurs after Larry and Patti break up because of a misunderstanding; the player then takes control of Patti in her quest to find Larry, who has wandered off into the jungle. The "Patti" portion more closely resembles a traditional adventure game, with Patti having to collect various items and use them in creative ways to solve puzzles. The ending is the most surreal of the series, breaking the fourth wall in a manner resembling the ending of Space Quest III or rather a Roger Rabbit-like crossover. Trapped in a seemingly unwinnable situation, Larry and Patti are teleported to Sierra's Coarsegold, California studios, where after navigating through set pieces from various other Sierra series (Police Quest, Space Quest, and King's Quest among them) they meet Roberta Williams, who agrees to tell their story as a series of adventure games. This ending, intended by Al Lowe to close the books on the Larry series once and for all, presented problems once the inevitable sequel

was ordered by Sierra. Sierra also made it a point to bring back all the adult content like from the first title and bring the age verification system.

Following the 1989 hit, "Leisure Suit Larry 4: The Missing Floppies", was released in 1991 as "Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work", Sierra decided to drop the 4th scenario for various reasons and got right to the 5th. As a result, the developers and fans gave the 4th scenario the nickname "The Missing Floppies". Having leaped over Larry 4, Al Lowe has decided to intentionally leave some plot gaps so that he wouldn't bother connecting Larry 3 with 5. He used the absence of the game itself as a plot element: Julius Biggs has stolen the 'missing floppies' of the game and so Larry Laffer appears to have amnesia.

Larry is now working for PornProd-Corp, and is sent across the United States to find three sexy girls to appear in a new television show. Meanwhile, Patti is assigned by the FBI to find incriminating evidence against two music companies. The action is broken by cut-scenes showing mob personnel working to eliminate their porn competition: they donate money to a group called CANE (Conservatives Against Nearly Everything), who strive to enact television-regulation legislation (which would neutralize the threat that increasingly-racy television shows pose to the porn industry). The scenarios finally merge at the end when the two lovers meet again and Larry regains his memory.

In 1994, "Leisure Suit Larry 6: Shape

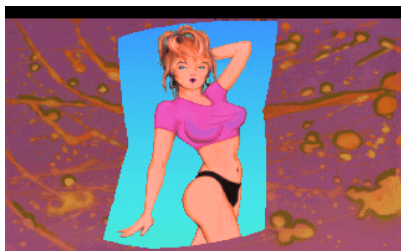


Screen Shot from Larry 7

Up or Slip Out!" hit store shelves. Larry 6 was the first in the series to feature spoken dialogue (in the CD version), featured improved video and sound, and also returned to the earlier Sierra philosophy of "punishing" wrong moves with player death. However, the deaths were only for humor's sake, as a "Try Again" button which allowed the player to reverse the mistake. In at least one case, however, the player could reach an unwinnable state from which the game could not be completed. It was also the first game to be released the next year in a CD edition with voices, better graphics, and higher resolution compared to the floppy version.

At the outset of LSL6, Larry is alone again with no explanation of what happened to Patti. He wins a visit to a luxurious resort spa called La Costa Lotta. He gets the worst room and worst service of all. His aim is simply to meet and have sex with eight women. Though this always fails for one reason or another, each of these encounters leaves him with an object he can offer to Shamara Payne, a New Age enthusiast (Shamara plays the "True Love" role in that winning her heart is the ultimate goal of the

(Continued on page 47)



Screen Shot from Larry 5



Screen Shot from Larry 6



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(Continued from page 46)

game).

1996 saw the release of, "Leisure Suit Larry 7: Love for Sail!", featuring more fleshed-out, cartoon-style graphics, and full voice acting, Love for Sail! was the sixth installment in the LSL series (due to the fourth game, referred to as Leisure Suit Larry 4: The Missing Floppies never being made). It was the last Larry game created by Al Lowe. After many of the Larry games had gained a reputation for not actually featuring all that much raunchy content when analyzed, this installment included some much more risqué elements. This was also the first game to receive an ESRB rating upon its original release. The plot revolves around Larry's attempt at winning a weekly contest held on the ship by Captain Thygh, a gorgeous blonde. The contest involves a series of other games varying from legitimate sports competitions like bowling to naughtier things like a machine created to test one's sexual prowess. Each passenger is given a score card with a selection of the various competitions to compete in, and the passenger with the highest cumulative score at the end of the week wins. The prize is an additional free week on the cruise spent sharing the Captain's cabin (and, presumably, her bed).

The player must come up with a variety of ways to cheat in each of Larry's assigned competitions so that he can

get the highest score and win the contest. Among Larry's chosen competitions are a cooking contest, a "best dressed" contest, a game of horseshoes, bowling, the sexual prowess, and others. At times, Larry wins these contests not by cheating but only by an unexpected twist of fate triggered by his (often unintentional) actions. For instance, Larry's encounter with fashion designer Jamie Lee Coitus causes his leisure suit to become the height of fashion; as such, he wins the best-dressed competition.

It was also the first Larry game to include a full-fledged mini-game (not counting the casino games in the earlier installments, which were essential to the plot): by collecting hidden red-and-white-striped dildos (Where's Dildo?, a pun on Where's Waldo), the player could unlock high quality pin-up desktop wallpapers of the ladies in the game (the images are simply Windows BMP files stored in the driver's subdirectory of the game under misleading Memory1.drv...Memory8.drv names; they can be opened with any graphics program).

Introducing a new character, Larry Lovage (Nephew to Larry Laffer) and marking the series debut on home consoles (the Xbox and PS2), Leisure Suit Larry: Magna Cum Laude was released with high anticipation in 2004. Like many other current games, Magna Cum Laude has a free exploration mode where Larry can



walk about campus and interact with students and personnel on the premises. In this mode, Larry can search for hidden money or tokens, strike poses to impress girls, and take photos which can later be sold to collectors. At several locations on campus, a mini-game can be entered, usually by "activating" an object or a person (starting a conversation). The player must win most of the mini-games in order to advance. Mini-games started by a conversation usually increase the affection of one of the girls. Other mini-games can provide money or increase "confidence." The game originally received an "Adults Only" rating from the ESRB and was subsequently edited to receive a more commercial "Mature" rating in the USA and Canada. In Europe, the game was released unedited on all three systems and featured a disclaimer on the packaging highlighting that it was "uncut". The unedited version was eventually released in North America under the title Leisure Suit Larry: Magna Cum Laude--Uncut and Uncensored!. The major difference between the two North American releases is that the uncut and uncensored version contains full frontal nudity and graphic sex scenes.

And last but not least, we have the new "Leisure Suit Larry: Box Office Bust" coming in 2008. Larry Lovage, the main character of the previous title, takes a summer job working on the movie lot of his uncle, the original Larry Laffer, doing odd jobs and trying to uncover a mole from a rival studio who threatens to expose the studio's secrets to the tabloids.

With various cell phone games and a new Larry title coming out 2008, this series has remained a cult classic. I can't wait to see how the new title pushes the boundaries.



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Collecting Video Games on a Budget.

When is the Best Time to "Jump In"?

Video games are a unique medium format. A video game comes out in stores ranging in approximate price from \$15 to \$60. It often is available at retail stores for about 2 to 12 months, depending on company and distribution. After that, a video game title often then gets a "second chance" at second-hand retail, pawn, and online stores. As a video game gets older and older, often the price of the game is USUALLY reduced, unless it is a sought after title or low distribution title. While these timelines are not set in stone, many video games released follow this basic format, until the video game system that the game was released on becomes obsolete. At this point, remaining titles are often clearance out at seriously reduced prices.

Like many other collectors out there, I personally have a collector problem. As time goes on and months roll by, I continue to get backlogged on my game wants and needs. On a very limited budget, I have to be very frugal with what I can afford, what I can find, and what I want to play. Collecting on a budget can be fulfilling, fun, and sometimes profitable as an added bonus. After collecting seriously for 15 years, I have some great tips on how to get the most bang for your buck.

Best Tips on Stretching Your Video Game Money

Don't Buy New

In this day and age with a video game store at every corner, it seems that video games are everywhere. The day and age of just buying video games at Toys R Us or Sears are over. From local game stores (my favorite), pawn shops, and national game stores, you can often find a typical used complete copy of a video game for sometimes 30 percent cheaper. Often, many people trade-in their older video games for newer ones. If you can be patient, you can save hundreds of dollars if you don't mind buying second-hand. With this recommendation, I encourage savvy gamers to check the condition of these video games before purchase...and ALWAYS ask to check multiple copies of a game at a game store for the best copy they have!

Shop for Sales

Video games are sold year round, and there is a heavy emphasis to release a video game at the holiday season. What this creates is a mad crazy fight for shelf space during the holidays. Sometimes there are several deals that can be made from shopping around during the annual holidays. This is the time to hit newspaper ads and go to online forums to listen for what stores are having the best sales. After Christmas, there are even better deals to find out when game stores are clearing out and making way for new upcoming titles.



Sometimes Older is Better

Our society is wired to buy new and current entertainment. Often, something out of the limelight, advertising dollars, and general conversation is forgotten about, only finding a second life with avid collectors. A perfect example of this currently is original Xbox games. Now that the 360 has been out a couple of years, original Xbox games are now being sold dirt cheap everywhere. What once was sold at \$50 is now averaging from \$5 to \$15 dollars.

Clearance Bins

The clearance bins are sometimes your best friend. A few times each year, major retail stores will clear out the older video games and games that usually did not sell well at rock bottom prices. This is an excellent time to buy a game for the fraction of the retail price. Just this

last year, I was buying PS2 games on clearance at a local Target for a mere \$1.80.

Don't always just look for what you want, look for value

One thing about buying video games on sale and value...it is always important to look for deals. Early in my video game collecting, I found that if I buy games that others are wanting on sale, I can use them as trade for the video games that I wanted. Often, I came out ahead and was even profitable at flipping games that were sought after to others that were more than happy to pay more to locate rarer games and popular titles.

Online forums...a great way to collaborate/trade for games

One thing that I always encourage other gamers to pursue is to join an online forum that specialized in video games. Some of my very best video game deals I have ever gotten was from a fellow online gamer I met online that was more than willing to sell to me at a discount knowing that I would be giving their video games a good home. There are several video game forums that can be found easily and recommended.

Atariage.com or Digitpress.com are often the ones that I personally use to collaborate and sell video games.

Don't Forget about Video Game Conventions/Flea Markets

Of all of the above recommendations I have to save money on video games, by far, the most money I have every saved on video games was by attending video game conventions held often in more populated cities throughout the United States. Often these conventions offer serious deals on mostly older video games and can range from small gatherings of 25 people to a couple of hundred. A great way to see if any video game conventions are located in your area is to ask on a video game forum (yet another reason to join one). If you are unfortunate and do not have a game convention in your area, the next best thing is to search at local flea markets and yard sales. While deals in these places are becoming less common, there are always deals to be made and more importantly...often the price is negotiable.

- John Hancock

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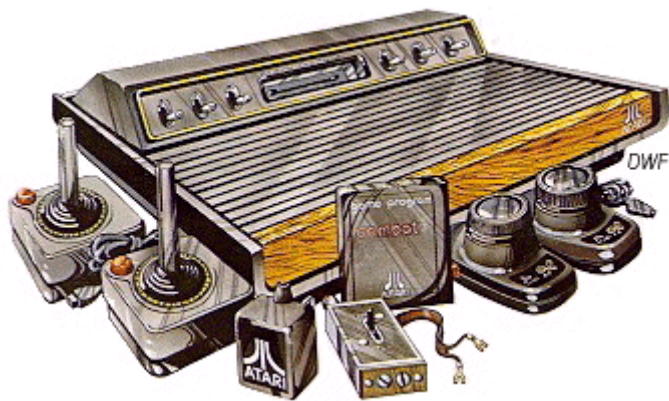
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Word Scramble

Unscramble these 14 Atari 2600 Game Titles and if you are among the first 50 solutions received, you will win a free 12-month subscription to Video Game Trader Magazine & Price Guide.

Email your solutions to vgtnj@aol.com. You MUST mention "VGT June Contest" in the subject. You will also need to include your full name and mailing address in the body of the message, along with your solution. Oh yea... our Legal Department wants you to read the fine print below.

Hint: Keep an eye on the Capital Letters.

This month's theme: **Atari 2600 Game Titles**. (We have completed the first one for you)

Hp uSyrnte = Spy_Hunter

bEmdtoen = _____

$$\text{ngaanhm} =$$
$$\text{dk ganiaBeTr} =$$
$$\text{BrtlPhyaar eco} =$$

el- ASaBttarie =

ezCz arMea =

o aRmdanoidCm =

$$\text{aqsSeteu} =$$
$$\text{eatlsabklB} =$$

honpebXoe = _____

t!Pallif = _____

$$\text{Pard ixGnr} =$$

rMoP nlaoot =

tCC yltsslsarae =

Fine Print: All entries must be received by June 30, 2008 to be eligible for contest. If you are already a paid subscriber and you win, your subscription will be extended. Only one winner per household, per 12 month period of time.

Atari Su-Doku Solution (from Issue #4)

1	3	5	6	4	2	8	9	7
4	7	2	8	9	3	1	6	5
6	8	9	5	7	1	3	2	4
9	1	7	3	2	5	4	8	6
8	5	6	4	1	9	7	3	2
2	4	3	7	6	8	9	5	1
7	6	8	2	3	4	5	1	9
3	2	1	9	5	7	6	4	8
5	9	4	1	8	6	2	7	3

031 : Easy

4	6	9	1	3	2	5	8	7
8	5	2	9	7	6	4	1	3
3	7	1	5	8	4	6	9	2
7	2	5	8	4	1	3	6	9
1	8	3	6	9	5	7	2	4
6	9	4	7	2	3	8	5	1
2	4	6	3	5	9	1	7	8
5	3	7	2	1	8	9	4	8
9	1	8	4	6	7	2	3	5

034 : Easy

7	1	6	8	2	5	4	9	3
9	2	3	4	6	7	5	1	8
8	4	5	9	1	3	7	2	6
3	6	2	7	9	8	1	4	5
1	5	8	6	4	2	3	7	9
4	9	7	5	3	1	6	8	2
2	8	4	1	5	6	9	3	7
5	7	9	3	8	4	2	6	1
6	3	1	2	7	9	8	5	4

032 ; Easy

6	3	9	7	1	8	5	2	4
5	1	2	4	3	6	7	8	9
4	8	7	2	9	5	6	3	1
1	9	6	5	2	3	4	7	8
2	7	8	6	4	1	3	9	5
3	4	5	9	8	7	1	6	2
7	2	1	8	6	4	9	5	3
8	6	3	1	5	9	2	4	7
9	5	4	3	7	2	8	1	6

035 : Easy

5	4	7	3	8	6	9	1	2
3	2	8	9	1	7	4	5	6
9	1	6	4	2	5	7	8	3
6	7	2	5	4	8	3	9	1
4	8	5	1	9	3	6	2	7
1	3	9	6	7	2	5	4	8
2	6	4	7	5	1	8	3	9
7	5	1	8	3	9	2	6	4
8	9	3	2	6	4	1	7	5

033 ; Easy

1	2	9	5	3	8	4	7	6
4	8	6	7	2	1	5	9	3
3	5	7	9	4	6	2	8	1
9	3	8	4	6	2	1	5	7
7	6	2	1	5	3	9	4	8
5	4	1	8	7	9	6	3	2
6	7	5	3	1	4	8	2	9
2	9	4	6	8	7	3	1	5
8	1	3	2	9	5	7	6	4

036 ; Medium

Su-Doku puzzle provided by Good Deal Games.



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